

# GAMES

September/October 1978

\$1.25



WVS 1 900 512  
62NVP 61X80 66NVS 91011 2W01/



Does your low 'tar' feel like a lot of hot air?

Feel the refreshing coolness of  
**KOOL** SUPER LIGHTS

It's the special coolness  
that only comes from  
KOOL. The kind of  
refreshment you've  
never had before  
in a low "tar."



**America's  
most refreshing  
low 'tar' cigarette.**

**mg. 'tar' in both sizes.**

9 mg. "tar", 0.8 mg. nicotine av. per cigarette by FTC method.

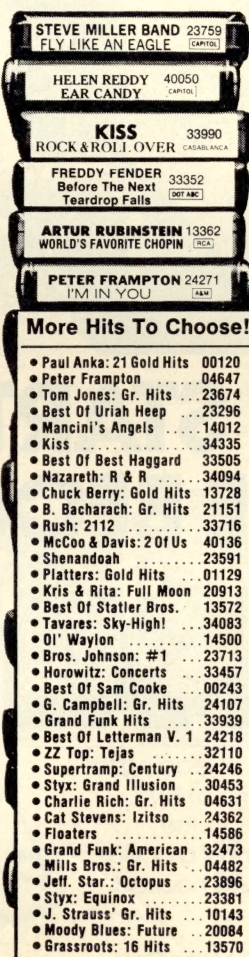
Warning: The Surgeon General Has Determined  
That Cigarette Smoking Is Dangerous to Your Health.





# 1¢ SALE

# RCA



RCA Music Service reserves the right to request additional information or reject any application.



# WARNING:



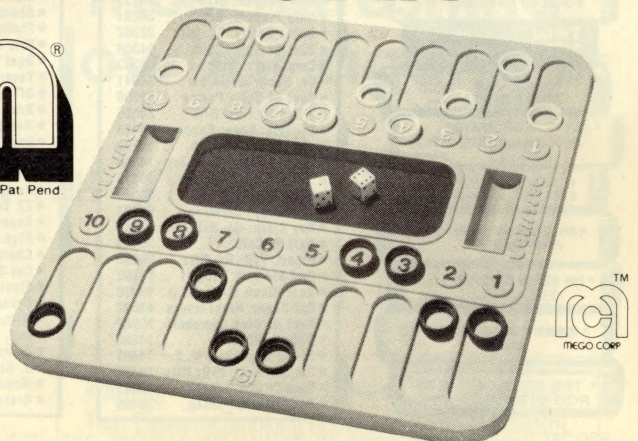
## ONCE YOU START PLAYING... THIS GAME BECOMES AN

# OBSESSION<sup>®</sup>

Pat. Pend

Funny how one game of Obsession<sup>®</sup> has a way of leading to another. That's why it was the blockbuster hit game of 1977.

Obsession<sup>®</sup> combines the skill of backgammon, the challenge of cutthroat poker and the excitement of a good old fashioned crap shoot. Play it once...and you're hooked.



© 1978 Mego Corp.



## Features

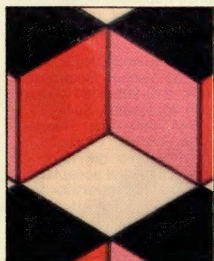
- 
- 11 Scrabble at the Summit** First North American Invitational *Joe Schick*
- 
- 12 Scrabble Blow-by-Blow** An Annotated Game From the Tournament *R. Wayne Schmittberger*
- 
- 14 Beguilers** Can You See Through Our Optical Illusions? *Isadore Seltzer*
- 
- 16 Frog Jumping** Fifty Years of Whimsy in Calaveras County *Andy Meisler*
- 
- 20 Execrable Shapes** Outline Maps With a Special "Twist" *John Milton*
- 
- 22 Postmaster's Nightmare** A Laundry Basket Special Report on Philately *Ira Zweifach*
- 
- 41 Now We Are One** Remote-Control Bring-Your-Own Birthday Party *The Editors*
- 
- 44 The Jungle Game** Fast, Easy, and Ancient *As Handed Down*
- 
- 54 Let Us Reason Together** Our Three Logic Problems Include an Easy Cerebral *Al B. Perlman & Friends*
- 

## Contests

- 
- 18 Millionaire II** Despite Popular Demand
- 
- 52 Eyeball Benders Winners** From May/June GAMES
- 
- 59 Greetings!** From the "If You Care a Lot, Send Something Else" Company
- 

## Feature Section

- 
- 25 Pencilwise** Sixteen pages of Crosswords and Other Entertainments
- 



page 15



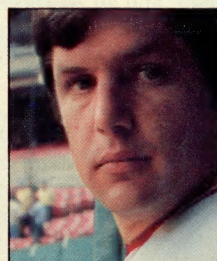
page 16



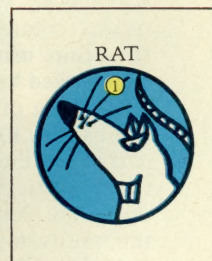
page 18



page 23



page 24



page 44

## Departments

- 
- |                                 |                                 |                           |                         |
|---------------------------------|---------------------------------|---------------------------|-------------------------|
| <b>4</b> Editor's Message       | <b>24</b> Sports: Dick Schaap   | <b>50</b> Backgammon      | <b>57</b> Book Shelf    |
| <b>6</b> Letters/Laundry Basket | <b>46</b> Chess                 | <b>52</b> Eyeball Benders | <b>61</b> Answer Drawer |
| <b>8</b> Gamebits               | <b>48</b> Bridge: Diggery Piper | <b>56</b> Game Chest      | <b>63</b> Eureka        |
- 

COVER: Illustration by Folon.





Manuel Gonzalez

## Editor's Message

With this issue, GAMES marks its first anniversary of publication. It's been a delightful blur—this first year—and a most satisfying one for all of us at the magazine. Jean-Michel Folon's cover illustration of GAMES as a package-of-goodies-in-the-mailbox really says it all for us and expresses our warm greeting to readers everywhere.

You may have noticed (we certainly *hope* you've noticed) that we're dressed up for the occasion. Art Director Lillian Nahmias and Design Consultant Martin Moskof have given us a new logo, some freshly scrubbed department heads to match, and a bright, new typeface appropriately called Renaissance. Too, we are putting on a little weight in the form of extra pages, beginning with our next issue, already in preparation.

Our celebration begins with a special report on the First North American Scrabble Championships, including annotated play-by-play; an article on this year's (50th anniversary) running of the Calaveras County Frog Jumping Contest; and a Jungle Game in which you try to eat your opponent. But that's not all. We've culled the back issues for the kinds of features that have drawn the greatest response—the games that have made GAMES addictive—and we are re-presenting them with some interesting new wrinkles: a new Millionaire word-and-number contest, another Follow-the-Dots extravaganza, a new kind of Beguilers, a dozen *real-life* "What's Wrong With This Picture" fiascos based on postage stamps, a Mappit identification quiz with a new "twist," and an Al Perlman encore, not to mention all the regular columns like Chess, Bridge, Backgammon, Eyeball Benders (this time contributed by the readers), Laundry Basket (again, alas, contributed by the editors) . . .

Speaking of the Laundry Basket, we really pulled a beaut in the Snail's Pace Contest (May/June, page 23). We had meant to set the entry deadline at June 1 but inadvertently made it July 1, too late for the typesetter's deadline for this issue. (We should have known something like this would happen to a contest named Snail.) We'll print the results in the next issue.

And finally, to start our second year with a bang, we are throwing (for the first time anywhere?) a remote-control "bring-your-own" birthday party. You are cordially invited to attend page 41. RSVP!

*Michael Donner*  
Michael Donner

Cake by Rosemary Littman

# GAMES

September/October 1978  
Volume 2, Issue 5

Editor **Michael Donner**

Senior Editor **Ronnie Shushan**

Associate Editor **R. Wayne Schmittberger**

Assistant Editor **John Jacobson, Jr.**

Editorial Assistants **Jim Goddard,**

**Philip M. Wiswell**

Checker **Hugh Robertson**

Contributing Editors **Bernie De Koven,**  
**Jack Luzzatto, Sid Sackson, Joe Schick,**  
**Luther Warm**

West Coast Editors **Barry Traub, Gene Traub**

Art Director **Lillian Nahmias**

Design Consultant **Martin Moskof**

Production Manager **Ruth Hornbein**

Layout Artists **Linda Briggs,**

**Rosella Pellegrino, Karin Kincheloe**

Publisher **Chip Block**

Associate Publisher **Marjorie Weiss**

Advertising Representatives:

New York **Shelia Phillips**

Detroit **Dave McDonald**

Midwest **Lynn Thomas**

West Coast **Suzanne Douglas**

Games Industry **Roy L. DeVries**

Advertising Assistant **Carlynn Henderson**

Circulation Director **Reba Palker**

Promotion Director **Jerry Calabrese**

Circulation Manager **Jo-Ann Siegel**

Circ. Prod. Consultant **Carmen Tricarico**

Newsstand Sales Director **Stan Budner**

Administrative Assistant **Jan Elstun**

Secretarial Assistant **Pat McCabe**

Published bi-monthly by Games Publications, Inc., 515 Madison Avenue, New York, NY 10022. President, Barry Traub; Treasurer, Larry Levine; Chairman of the Board, Michael Michaelson. Copyright © 1978 by Games Publications, Inc. All rights reserved. Printed in the U.S.A. No part of this issue may be reproduced by any mechanical, photographic, or electronic process, or in the form of a phonographic recording, nor may it be stored in a retrieval system, transmitted or otherwise copied for public or private use without permission in writing from the publisher. Second-class postage paid at Lancaster, PA, and at additional mailing offices.

**Subscription rate:** \$7.00 per year in the U.S. and its possessions. \$8.00 per year in Canada and all other countries.

**How to write to us:**

**Editorial Correspondence:** The Editor, GAMES, 515 Madison Avenue, New York, NY 10022. All manuscripts, photographs, designs, and artwork must be accompanied by return postage and are submitted at the sender's risk.

**Reader Responses:** Contest entries or correspondence related to specific articles in which readers are invited to respond should be addressed to: Name of contest or article, GAMES, 515 Madison Avenue, New York, NY 10022. Any material sent to GAMES Magazine in response to any invitation appearing in this issue will become the sole property of Games Publications, Inc. and may be published or otherwise disposed of in the absolute discretion of Games Publications, Inc. without further notice.

**Advertising:** GAMES, 515 Madison Avenue, New York, NY 10022—S.D./West, Inc., 13263 Ventura Boulevard, Suite 10, Studio City, CA 91604, 213-995-8181—Dave McDonald Company, 1100 North Woodward, Suite 236, Birmingham, MI 48011, 313-644-7050—The Thomas Team, Inc., 875 North Michigan Avenue, Chicago, IL 60611, 312-266-8901. GAMES reserves the right to make its own independent judgment as to the acceptability of advertising copy and illustrations. The advertiser and its agency assume liability for all content of advertisements and accept responsibility for any claims arising therefrom against the publishers or editors. Offers to sell or distribute products or services which appear in GAMES are subject to all laws and regulations and are void where so prohibited.

**To Subscribe or Renew:** GAMES, P.O. Box 10145, Des Moines, IA 50340

**Subscription Problems:** Delores Valdez, P.O. Box 10146, Des Moines, IA 50340

**To Change Address:** GAMES, P.O. Box 10148, Des Moines, IA 50340. Please allow 6 weeks for change of address to take effect.

The date of the last issue of your current subscription is shown on the upper right corner of the mailing label on each issue. Please attach the mailing label from the front cover when writing about service, renewal, or change of address.



# TRIPLE HEADER

## 3 great strategy games from Lakeside.

You'll love this brainstorming trio of strategy games from Lakeside. They're easy to learn but a constant challenge to master. Because you're playing with man's ultimate weapon—the mind. And it's only cunning thought that counts and makes you a winner!

Start with **OVERBOARD™**, the game that puts your aggressive instincts—and your brain—to the test. The object is to be the last one left on the board. And it's no easy feat to survive, even for the most skillful player.

**SCORE FOUR®** is a challenge of a different kind. At first, it seems as easy as tic-tac-toe. But beware! The 3 dimensions of the game make it a lot harder to win than you think.

Finally, try your hand at **ISOLATION™**. It really keeps players on the move. Because the object is to leave your opponent with no place to go. It's just as simple as that. And as challenging, too.

All Lakeside games are available at quality toy and game departments everywhere.

The name of the game is Lakeside.





# LETTERS

## Keep It Up

The cooperative game Squeamish you describe in your May/June Letters (bouncing a beach ball in the air as many times as possible with your head) is like a game our family has been playing for over 25 years, with two slight variations.

In our game, called Keep It Up, we use our hands as in volleyball, and no one person is allowed to hit the ball on two consecutive turns. You will find this much more challenging, as it gives many opportunities for great "saves" as well as a better chance for a reasonably respectable score.

We have played Keep It Up on the beaches, in the water, on picnics, at campgrounds, and a few times in the rain and once even in deep snow. On a family get-together for my mother's 80th birthday, eight of her sons and grandchildren went out around midnight, under the spotlight, and finally managed to Keep It Up 82 times.

Our record over the 25 years or so we've been playing it is 417, although we are quite pleased with any score over 30.

**John Ferguson**  
Silver Spring, MD

## Outside the Game Factory

Several years ago I teamed up with several very talented men to start a game inventing company. We created over twenty-five models of games and toys, and this year we started to contact the toy companies. I didn't think we would have a problem selling our ideas. I must have written over forty letters to different companies. Most of them wouldn't even write back. The few that did answer were not interested. I read your article about how a game is manufactured ("Inside a Game Factory," January/February, page 6), but I still wonder, how does one get to show what one has to offer?

**Raymond D'Ambrosio**  
Lombard, IL

See the review of Design and Sell Toys, Games & Crafts on page 57 of this issue.

—Ed.

## The Sky's the Limit

Could your future issues also encompass such sky-blue topics as: the theory of games and puzzles, the ethics or non-ethics of games, guidelines of successful games, a history of games in different cultures at different times including the effect of games upon that culture's development, the purposes of games, games as a pastime vs. games as a device of mankind to perpetuate the myth of his control over his life and environment?

You don't have to do this all at once, before the end of 1978 would be sufficient.

**Jim Floyd**  
Baltimore, MD

## Buzkashi

I just read the letter (July/August) condemning the "Buzkashi" article in your March/April issue. That article was fantastic and on the strength of it I subscribed to your magazine. I expect to be reading more about unusual games from around the world, well described and photographed. That's why I subscribed.

So please more like Buzkashi

**Mike Goodlife**  
Manitoba, Canada

## Spiteful #13

I wish I had had previous notice of "A Spiteful U.S. Geography Quiz" (July/August, page 17) as I would like to have suggested Question #13, as follows:

What state is entirely surrounded by states, yet some part of that state is north of some part of each adjacent state?

**Edw. H. Robertson**  
Long Beach, CA

Answer Drawer, page 64

## Great Signers All!

Edith Rudy's "July 4, 1776" (July/August, page 36) was great fun. We especially enjoyed finding the names of people who weren't supposed to be hidden there. We found Virginia DARE, the pirate TREAT, the producer PAPP, the painter MONET, Jane EYRE, the carmaker DODGE, and the inventor WATT, along with some people we didn't know: FREED, HALL, THOR, CHAN, KENNETH, and LISA. Oddly enough, we also found EDITH (in the lower left) and RUDY (in the lower right)!

**The Lee Family**  
Larchmont, NY

## Warmed By Warmup

Until I looked through your July/August issue of GAMES, I thought that your "Crosswords à l'Anglaise" were just something beyond my comprehension. Whoever thought of putting the "Warmup Puzzle" (page 25) in the issue should be awarded a gold medal! I was thrilled at how good I was at it, and amused by the clues and answers. I'm not such a dumb klutz after all!

**Harriet McNee**  
California, MD

## Readers Reply

Several readers have responded to Leslie Lyne's plea ("Can You Help," May/June Letters) for information about a miniature brass croquet set. The 13-piece set (7 wickets, 3 balls, and 3 mallets) can be ordered by mail for \$3.00 (postpaid) from the Federal Smallwares Co., 85 Fifth Avenue, New York, NY 10003.—Ed.

## Boris

My husband is interested in a chess computer named "Boris," but he doesn't know where to locate one. We were wondering if you might be able to find out for us.

**Mrs. C.J. Tammarine**  
San Marcos, CA

BORIS is available from Chafitz, Inc., of Rockville, MD. To find out what stores in your area carry BORIS, call toll-free 800-638-8280. BORIS sells for around \$300 and is advertised as being able to beat Fidelity Electronics' Chess Challenger (March/April Game Chest, page 43). Our experience substantiates this claim; for while Chess Challenger seems to play better in the opening, BORIS makes up for this in the middle game and goes on to win. However, the new Chess Challenger "10" may change all that.—Ed.

## Senet

Thumbing through your May/June issue, I saw your senet layout (page 10). I thought "Aha!" Then I dug up a piece of veneer paneling, cut out the diagram from your magazine, and glued it to the piece of veneer. On the back I glued the instructions.

Now I have a very fine senet board, and the other pieces which I made from scraps—and free! Thank you.

**Roger Martin**  
Cripple Creek, CO

I enjoyed reading "Senet—An Ancient Egyptian Game of Passing Through The Netherworld," by Timothy Kendall. His research of the history of the game was thorough and most impressive.

Mr. Kendall has described an interesting game, but in my opinion, it is not senet. Although his theory regarding the passage through the netherworld is correct, the rules, at least in part, seem to belong to another ancient Egyptian game which is on the other side of the board discovered in King Tut's tomb, a war game called T'au. Senet was known as a race game and was played with ten pieces.

Today, there are already about five modern interpretations of senet on the market. Each uses different hieroglyphics or symbols, and indeed there seems to be little consistency in the hieroglyphics that appear on senet boards, tomb scenes, and papyrus scrolls. I helped develop one of these versions for Conceptual Games. Our interpretation is based on the religious text of the Book of Gates and on basic game rules devised by Gustave Jéquier, a Swiss archaeologist. Play is similar to Backgammon, but with emphasis on luck rather than skill. Players compete to be the first to remove all of their pieces from the board.

Play begins with all ten pieces placed alternately on row one. Pieces are moved by tossing throw sticks, as in Mr. Kendall's game. After all pieces have been moved into rows 2 and 3, a piece may be removed from the board







# GAMEBITS

## WILL SHOGI REPLACE CHESS?



Shogi, or Japanese chess, has some seventeen million devotees in Japan, where it is played professionally and is something of a national pastime. Played on a  $9 \times 9$  board and characterized by a unique rule that allows players to re-enter pieces they have captured and use them as their own, Shogi is in many ways the most exciting and interesting form of chess played anywhere in the world.

In recent years, the game has begun to attract a following in the West. Thanks to The Shogi Association, its director George Hodges, and the magazine *Shogi*, the English-speaking world now has access to analyses of current professional games, articles on opening theory, and much more.

The Association has also promoted interest in Middle Shogi, a chess variant played on a  $12 \times 12$  board with 92 pieces (29 different types), including exotic Phoenixes, Blind Tigers, Drunk Elephants, and Flying Oxen. A number of even larger variants (the largest played on a board of  $25 \times 25$ !) had long been extinct until revived by the Association.

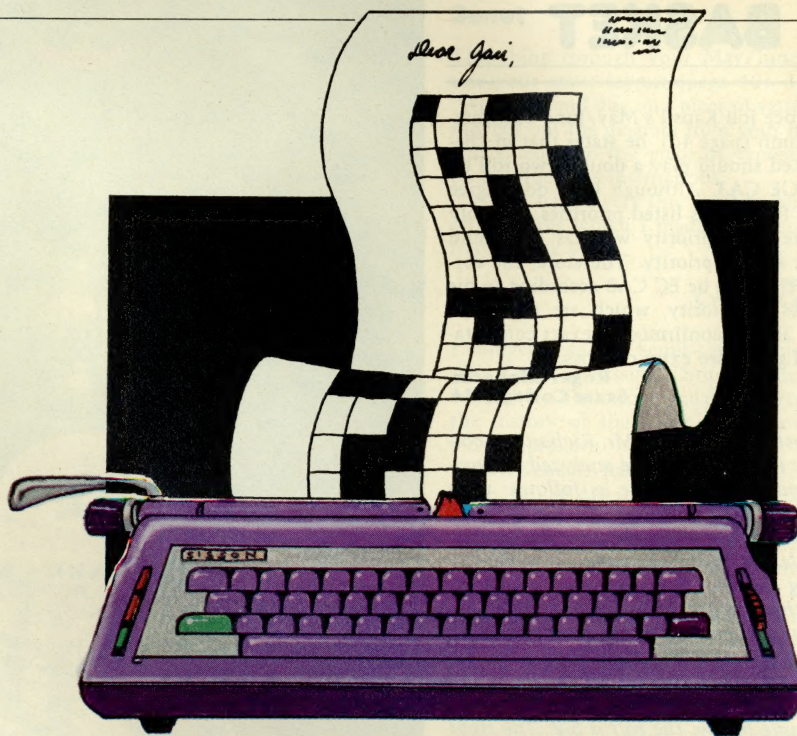
Shogi sets and information about the game can be obtained by writing to The Shogi Association, P.O. Box 77, Bromley, Kent, United Kingdom. U.S. subscription rates for *Shogi* magazine are £4.40 surface mail and £7.90 airmail for one year (six issues).

—R.W.S.

## ALL HANDS ON DECK

When did a deck of cards save a sailing ship? When the captain of a Yankee clipper, bringing Irish immigrants to America in the nineteenth century, found himself faced not only with winter gales, but also with an uncooperative crew. His only hope was to man the ship with his passengers, but they knew nothing about sailing. So the captain marked every line with a different playing card and gave a station to each of his newly recruited passenger-crew. Red cards were positioned fore and black cards aft; hearts and clubs were starboard, diamonds and spades larboard. Though the passengers didn't know a jib sail from a mizzen sail, they could certainly understand what to do when ordered to haul down the King of spades. And they arrived safely in America, thanks to the deck on deck.

— Rosemary Rhea



John Alan Rennie

## HOW TO CONSTRUCT CROSSWORD PUZZLES

Crossword puzzlemakers used to keep pretty much to themselves, with personal correspondence being about their only means of communication. Today these lords of deception and torment are trading their secrets via *CWP: A Newsletter for Crossword Puzzle Constructors*. It is an instructive, unpretentious newsletter providing tips on how to make crossword (and related) puzzles and the latest news on where to sell them. (Alas, as

puzzlesmiths well know, creating crosswords is an unlikely road to fame and wealth; for most it is simply an engaging avocation.) Scattered amid the features are reviews of puzzle books and magazines and letters from fellow constructors. Subscriptions are \$12.00 for ten issues, available from William J. Harrison Enterprises, P.O. Box 6366, San Rafael, CA 94903. A sample copy can be ordered for \$1.00.

— Will Shortz



## OTHELLO COMPETITION

The Second Annual International Othello competition opens this September with contests in thirty-five U.S. cities. Winners will advance to regional playoffs on October 14. A week later, four finalists will meet in Washington, D.C., to vie for the U.S. title. Carol Jacobs, the current champion (March/April, page 6), will have to defend her title by starting from scratch at the local level in Ohio.

Champions from Canada, England, the Philippines, Norway, Sweden, France, Germany, the Netherlands, Italy, and Japan (home of 1977 World Champion Hiroshi Inoue) and the U.S. winner will then gather in New York City on October 30 to play for the world title.

Anyone age 16 or older is eligible. For information call 212-689-1300. —J.G.

## DING TWO DING DONG FIVE BIZZ BUZZ

Buzz is a numbers game for anywhere from three to twenty people. The object of the game is to count from 1 to 100 (or even higher if you dare), substituting a sound for a specified number, and its multiples.

First decide on the buzz number. Generally, the number 7 is chosen, though any number at all will work depending on how many players you have. (You wouldn't want your buzz number to be the same as the number of people playing.)

Each player in turn counts off one number (movement is generally in a clockwise direction). The first player says *one*, the second *two*, and so on. When the count reaches the number 7, the player whose turn it is must say *buzz* instead. The next player continues by saying *eight*, and so forth until a multiple of 7 or a number containing a 7 is reached. Thus, since 14 is a multiple of 7, that player must say *buzz* instead of the number, and since 17 contains a 7, it too calls for a *buzz*.

Once the group is able to count and buzz at the appropriate times, a second number is introduced. For example, 6 (and therefore 12, 16, etc.) become *bizz*. Naturally, 42 is a *bizz-buzz*. As the group masters the bizz-buzz sequence, number properties can be introduced. For example, any prime number might be a *ding*, or any square number a *dong*.

If the group wants to further explore the chaos of it all, a rule can be added that whenever a player says *ding* (or whatever) the direction reverses, and the game continues counterclockwise until the next ding is reached. *Ding!* —B.D.K.

# COUNTER STRIKE™

A game of methodical defense and sudden, slashing attack. A game of skill and the cold, cold chance of dice. A game that brings out the worst instincts in you, from avarice through downright treachery.

(You'll love every rotten minute of it.)

Copyright © Essex Game Company 1978

Essex Game Company, 1123 Broadway, N. Y., N. Y. 10010

**COUNTER STRIKE™ runs circles around backgammon.**

Available through F.A.O. Schwarz, The Horchow Collection, Brentano's, Bloomingdale's, and other fine stores, coast to coast.

**Plant a THINK TANK anywhere and watch the minds grow!**

home-office-school-park-club-churches-laboratory



Unique instructional games designed by university professors to make learning fun through brain-to-brain action. Beginning games can be mastered by young children—final games will challenge intelligent adults. These are the famous **GAMES FOR THINKERS** from WFF 'N PROOF Publishers.

WFF 'N PROOF (logic)	13.00*
QUERIES 'N THEORIES (sci. & lang.)	13.00*
EQUATIONS (mathematics)	10.00*
ON-SETS (set theory)	10.00*
PROPAGANDA (social studies)	11.00*
ON-WORDS (word structures)	10.00*
CONFIGURATIONS (geometry)	6.75*
TRI-NIM (problem solving)	5.75*
REAL NUMBERS (arithmetic)	2.25*
WFF (beginner's logic)	2.25*
QWIK-SANE (topology puzzle)	2.25*
TAC-TICKLE (pure strategy)	1.75*
TEACHERS MANUAL	1.25*
MEDITATION GAME (pure strategy)	2.25*
THINKERS BOOKENDS	16.00*

Complete 13-Kit THINK TANK & Teachers Manual  
with Bookends 96.50\*  
without Bookends 86.50\*

\*includes postage and handling charges  
Order from: **WFF 'N PROOF**

1490-TM South Blvd.,  
Ann Arbor, MI 48104

Fully guaranteed. Dealer inquiries invited.

Gifts that are a COMPLIMENT to receive!

**...the excitement of poker  
...the suspense of gin rummy  
...the smartness of scrabble**  
America's new family word game  
**ROOTS™**

ROOTS™ is a head-to-head competition, your brains against everyone else in the game. There's suspense right up till the last card is played. And your family name, your "roots", can help you be a winner.

### SPECIAL COUPON OFFER

Send for this Special Edition of ROOTS™, the new family word game. Yours now for only \$5.00 post-paid. Add 6% sales tax in Calif.

☐ Check or money order enclosed

☐ Charge to Visa Card No. \_\_\_\_\_ Exp. \_\_\_\_\_

☐ Charge to Master Charge Card No. \_\_\_\_\_ Exp. \_\_\_\_\_

**Heritage Products, Ltd., Dept. GA**  
P.O. Box 636, Cupertino, CA 95014

NAME \_\_\_\_\_

STREET \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_ ZIP \_\_\_\_\_



# 'Smoking. Here's what I'm doing about it.'

"I like the taste of a good cigarette  
and I don't intend to settle for less.

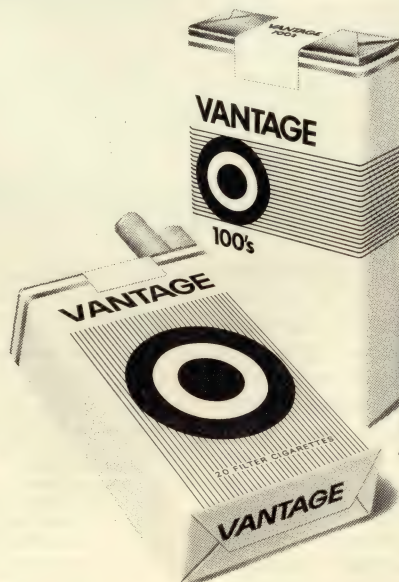
But I'm aware of what's being said.

So I began searching for  
a cigarette that could give  
me the taste I like with less tar.  
I found Vantage. A cigarette that  
really gives a lot of taste. And with  
much less tar than what I'd  
smoked before.

"What am I doing about smoking?  
I'm smoking Vantage."

*G. S. Cooper*

G.S. Cooper  
Edmonds, Washington



Regular, Menthol,  
and Vantage 100's.

Warning: The Surgeon General Has Determined  
That Cigarette Smoking Is Dangerous to Your Health.

FILTER 100's: 10 mg. "tar", 0.8 mg. nicotine, FILTER, MENTHOL:  
11 mg. "tar", 0.8 mg. nicotine, av. per cigarette, FTC Report MAY '78.



**T**here are Scrabble players and there are Scrabble Players. Most of us, dusting off the set so we can drop a few double word scores on dotty old Aunt Shirley, couldn't even carry the dictionaries of the sixty-four contestants in the first North American Invitational Scrabble Tournament. At New York's Summit Hotel (May 19-21), it was clear that in terms of relative Scrabble prowess, we poor duffers are sardines, and those guys are Jaws.

Not that I was entirely unfamiliar with that distinction. In the Summit elevator, on my way to the first day's play, I was reminded of an earlier experience. In the spring of 1973, slightly inebriated, I wandered into a games emporium on New York's Upper West Side. After chatting with an unassuming-looking young man for a while, I accepted his challenge to play a friendly game of Scrabble for "coffee house" stakes. The rules were simple. Twenty minutes a piece on a chess clock (your time starts when your opponent finishes his move); any word could be challenged—if the word is good (according to Funk & Wagnalls Standard College Dictionary) the challenger loses his turn; if no good the one playing the word withdraws his tiles and loses his turn. As we drew the opening tiles, my opponent casually mentioned a small fact he had omitted earlier. He had memorized all the two- and three-letter words in Funk &

rounds. In the uproar that followed, the able and good-natured Joel Skolnick, who directed the tournament, effected a compromise that placated the cantankerous players: the schedule would be extended and as many games as could be played would be. (Sixteen were eventually squeezed in.) The only solution more satisfactory to the hopelessly addicted players, who would retire after each day to play more Scrabble in the halls, on the floor, or in convenient lavatories, would have been to eliminate meals and rest.

Some interesting notes about the players: they ranged in age from twenty-four to eighty-two. The youngest, Steve Williams, a Harvard graduate, finished 11th, and achieved recognition as the speediest player: his first-round game lasted seven minutes. The oldest, Ethel Sherard, of Los Angeles and Chicago, is a grandmother and world traveler who finished 61st. A living testament to the rejuvenating qualities of Scrabble, she could have been a young sixty-five.

The players seemed to be of two camps.

T<sub>1</sub>

H<sub>4</sub>

S<sub>1</sub>

C<sub>3</sub>

R<sub>1</sub>

A<sub>1</sub>

B<sub>3</sub>

B<sub>3</sub>

L<sub>1</sub>

E<sub>1</sub>

U<sub>1</sub>

T<sub>1</sub>

M<sub>3</sub>

M<sub>3</sub>

I<sub>1</sub>

T<sub>1</sub>

by Joe Schick

Wagnalls and "most of the fours." My alcohol-sodden brain dimly began to recognize the scam—I had been lured into a Scrabble sting.

My opponent drew first blood with SOZINES for 102 points. I challenged. (Funk & Wagnalls, page 1283: "Sozine n., any protein normally contained in the body of an animal and forming a natural protection against germs.") He went again: JODPHUR, 60 points. The score was 162 to 0 before I played DUMP for 18 points. I was mildly unsettled, but suffered in silence. I'd never seen a bingo (a play that uses all seven tiles) and he had three of them. As I recall, my ultimate humiliation was in the neighborhood of 630-250 points, or roughly four dollars. The game took eighteen minutes.

My sly opponent could have been any of the people in the Summit elevator, trading seven-letter anagrams (pickets=skeptic, gyrated=tragedy) while contemplating first prize (\$1500) in the Selchow & Righter sponsored tournament. Selchow & Righter manufactures Scrabble and they are a fiercely independent lot whose trademark protection extends to insisting that Scrabble be called "Scrabble® Brand Crossword Game." It seemed as though most players were quite happy to call it Scrabble. Still, the widespread popularity of the game is undeniable, and if the company's representatives seemed congenially confused most of the time (Mr. and Mrs. Richard Selchow, who attended, observed the proceedings as if they had a horse in the Kentucky Derby), open rebellion only flared once during the three day competition.

It seems that the tournament staff underestimated the time it would take to make pairings after each round, and at the end of the first day suggested that play be shortened from eighteen to fifteen

The New Yorkers and the Californians—tough, experienced, and hard-core—came to win. The others, like Irene Osborne (Philadelphia, 54th), Hildagard Powell (Buffalo Gap, Texas, 58th), came because they love Scrabble; although they were all winners in their own localities they came a cropper against the coastal giants, who have been known to sleep with four-, five-, and seven-letter word lists to sharpen their "Dictionary Knowledge." And the ladies from Minnesota! Although they seemed to enjoy themselves mightily, Dolores Stoll (64th and last) and her compatriots from the North Star State, were fodder for the upper brackets. In fact, 5th place finisher Charles Goldstein publicly thanked them.

Of course, Scrabble players are a heterogeneous lot. From truck drivers to physics professors, they are a uniformly amiable group whose preeminent pleasure seems to be the endless recounting of the bingo that got away and other Scrabble stories.

As play began on Friday, the tournament room took on an air of predictably verbose intensity. The silence was punctuated only by the sound of tiles clacking on the deluxe Scrabble boards and the sharp moves of the staff as endless challenges were submitted (SMA? nope; DECOCTED? okay). Most players seemed to remember that "QUORTESY is QUIET," as the sign stated, although an occasional point of order developed. One problem was glare on the board, alluded to by a player as the single cause for his defeat; a more serious charge was the inevitable cheating scandal involving a false blank tile and a hidden s. The disruptions were relatively minor, however, and play progressed with players receiving three match points for a victory, one match point for each fifty game points, and another match point for each fifty game points in the margin of victory. Bizarre words (AEROLITE, KAOLIANG, TWANKY) abounded, triple-triples (ROOSTERS, ENERGIERS) astonished; and phonies according to Funk & Wagnalls (HENCH, DEFAT) snuck by as the wheat began to kiss off the chaff.

By Sunday, when the final three matches were played, the elusive combination of dictionary knowledge, strategy, and luck had left about eight players bunched near the top. Smart money was on Mike Senkiewicz (New York City) who calls himself a "professional" games player and who often writes on Scrabble. In a critical match, Senkiewicz played Shazzi Felstein (9th place finisher), who along with Linda Gruber (4th) and Janet Smith (16th), exemplifies the Virginia Slims side of Scrabble. In the small but incestuous subculture of Scrabble romance, Felstein occupies

(continued on page 58)



# Scrabble Blow-by-Blow

by R. Wayne Schmittberger

The following annotated game was played in the seventh round of the tournament (see page 11) between two Californians—Jerold Lowenstein of San Francisco, eventual twenty-second place finisher, and Charles Goldstein of Berkeley, who finished fifth. The game illustrates a number of interesting points of strategy and is

very well-played, particularly in view of the twenty minute time limit per player that was in effect. At each play are given the tiles in the rack, the word played, the location of the play (keyed to the coordinates shown alongside the gameboard in the diagrams on these pages), the point value of the play, and the player's cumulative score after making the play. Tiles

already in place when the play was made are underlined in the word played.

Some readers may wish to uncover the play and commentary only after deciding what they would have done with each rack.

The word authority in the tournament was Funk & Wagnalls Standard College Dictionary (1973 edition).

Legend	
Double Letter Score	
Double Word Score	
Triple Letter Score	
Triple Word Score	

Gameboard is Copyright © 1948 by Selchow & Righter Company.

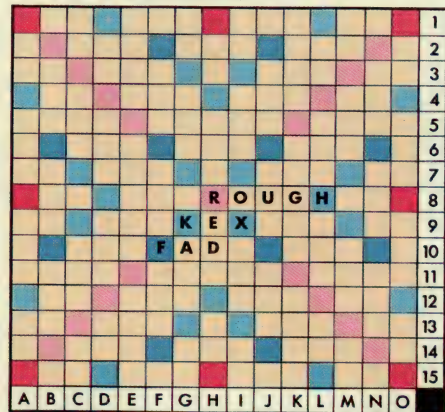


DIAGRAM 1

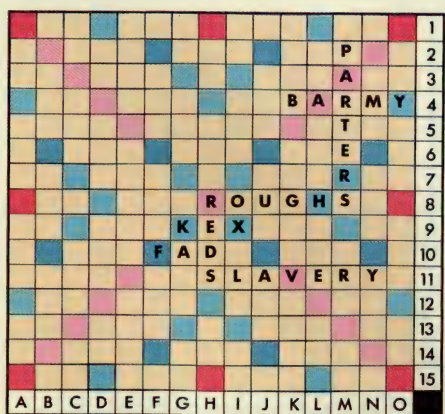


DIAGRAM 2

## JEROLD LOWENSTEIN

RACK		
1	D <sub>2</sub>	F <sub>4</sub> G <sub>2</sub> H <sub>4</sub> O <sub>1</sub> R <sub>1</sub> U <sub>1</sub>

WORD	LOCATION	SCORE
ROUGH	8H-L	26
DOUGH is better, as it is worth two more points and uses up a higher-point tile, thus improving chances of playing a bingo (a play that uses all seven tiles in the rack, scoring a fifty point bonus). Since higher-point tiles occur with lower frequency in English words, it is easiest to make a bingo with seven one-point tiles. Most players would score many more bingos if they were to concentrate on getting rid of high-point tiles quickly, breaking up pairs of tiles, and maintaining a good balance of vowels and consonants in their racks.		

2	A <sub>1</sub>	D <sub>2</sub> F <sub>4</sub> L <sub>1</sub> R <sub>1</sub> S <sub>1</sub> Y <sub>4</sub>
---	----------------	---

FAD	10F-H	+ 25 = 51
This play scores well while furthering the strategic objective of getting rid of high-point tiles. These factors compensate for the uncomfortable "leave" containing no vowel but Y.		

3	A <sub>1</sub>	E <sub>1</sub> L <sub>1</sub> R <sub>1</sub> S <sub>1</sub> V <sub>4</sub> Y <sub>4</sub>
---	----------------	---

SLAVERY	11H-N	+ 81 = 132
A better spot for this word is M8-14, scoring more points and making it difficult for a seven-letter bingo to be placed on the board. Playing at M8-14 would be bad if the X were not already out, since the risk of the counterplay AX or OX N9-10 would be too great.		

4	A <sub>1</sub>	B <sub>3</sub> D <sub>2</sub> E <sub>1</sub> M <sub>3</sub> N <sub>1</sub> Y <sub>4</sub>
---	----------------	---

BARMY	4K-O	+ 32 = 164
Excellent play, getting rid of the three highest-point tiles in the rack while making points. The opening of the triple word scores O1 and O8 may allow a good counterplay, but a triple-triple (O1-8) is unlikely with a Y in the fourth position.		

5	D <sub>2</sub>	E <sub>1</sub> N <sub>1</sub> O <sub>1</sub> O <sub>1</sub> T <sub>1</sub> V <sub>4</sub>
---	----------------	---

DEVOTION	13E-L	+ 67 = 231
The easiest way to find bingos such as this is to try forming common endings such as -ERS, -IER, ING, -TION, -IEST, -ATE, etc. It is then not too hard to try various combinations with the remaining tiles. Also, some players memorize certain frequent tile combinations, for example: ANTIES + A = ENTASI-A; + B = BASINET; etc.		

## CHARLES GOLDSTEIN

RACK		
1	A <sub>1</sub>	E <sub>1</sub> E <sub>1</sub> I <sub>1</sub> K <sub>5</sub> P <sub>3</sub> X <sub>8</sub>

WORD	LOCATION	SCORE
KEX	9G-I	46
A large play that illustrates why the first player should try to avoid placing a vowel on G8, I8, H7, or H9; too often a high-point tile can be placed on the adjacent double-letter square to make words in two different directions. Because the letter X occurs in so many two-letter words, it can in most games be played so that it scores four times, as here. For this reason, it is the best single tile to hold except for the two blanks.		

2	A <sub>1</sub>	A <sub>1</sub> E <sub>1</sub> E <sub>1</sub> I <sub>1</sub> I <sub>1</sub> P <sub>3</sub>
---	----------------	---

pass AEII	+ 0 = 46
Passing is certainly correct, but it may have been better to pass all seven tiles to improve the chances of picking up a blank, which nearly always yields a bingo early in the game. If he wanted to save the P for a possible two-way play at 17 (an idea of dubious merit), then it would have been more consistent to keep an I for H7.	

3	A <sub>1</sub>	E <sub>1</sub> P <sub>3</sub> R <sub>1</sub> R <sub>1</sub> S <sub>1</sub> T <sub>1</sub>
---	----------------	---

PARTERS	M2-8	+ 80 = 126
Taking advantage of his opponent's failure to play here, Goldstein tries a "phony" bingo and brings the score almost even when his opponent, afraid of losing a turn if the word turned out to be acceptable, fails to challenge. PRATERS was a legitimate bingo that could have been played, and Goldstein probably saw it but was not sure that it was good.		

4	A <sub>1</sub>	I <sub>1</sub> I <sub>1</sub> M <sub>3</sub> O <sub>1</sub> O <sub>1</sub> Z <sub>10</sub>
---	----------------	--

ZAMIA	J10-14	+ 38 = 164
MAZY O1-4 is worth sixteen more points but leaves the horrible IIOO in the rack. The main reason to prefer MAZY is that it is better to use the most dangerous spot on the board than to open up a new one when holding bad tiles, since it is all too likely that the opponent may be able to play at both spots.		

5	A <sub>1</sub>	D <sub>2</sub> E <sub>1</sub> I <sub>1</sub> N <sub>1</sub> O <sub>1</sub> O <sub>1</sub>
---	----------------	---

ANODE	5G-K	+ 20 = 184
Having no good play on any of the open triple word scores (DENY O1-4 would leave too many vowels), Goldstein opens up still another triple in the hopes of being able to make some big plays later on to catch up. Playing off as many tiles as possible should be given high priority when blanks are still out.		



# JEROLD LOWENSTEIN

RACK

6 A<sub>1</sub> D<sub>2</sub> E<sub>1</sub> F<sub>4</sub> L<sub>1</sub> S<sub>1</sub> T<sub>1</sub>

WORD LOCATION SCORE  
FLAYED O1-6 + 39 = 270

This is an interesting alternative to FASTED 15H-M, which scores eleven more points and uses up the more dangerous of the two triple-word score openings. FLAYED could be criticized if J15 were the only good S-spot; but if his opponent plays there now, Lowenstein should be able to make a good score with a vertical word through M13.

7 E<sub>1</sub> E<sub>1</sub> H<sub>4</sub> L<sub>1</sub> S<sub>1</sub> T<sub>1</sub> T<sub>1</sub>

EH 14E-F + 29 = 299  
As on the previous turn, the existence of two good S-spots makes it less urgent to take either one of them. EH has some defensive value, as it makes it impossible for a bingo ending in S to be played off ZAMIA.

8 C<sub>3</sub> E<sub>1</sub> I<sub>1</sub> L<sub>1</sub> S<sub>1</sub> T<sub>1</sub> T<sub>1</sub>

LIST 15H-K + 29 = 328  
CESTI 15H-L is better.

9 A<sub>1</sub> C<sub>3</sub> E<sub>1</sub> E<sub>1</sub> T<sub>1</sub> O<sub>1</sub> U<sub>1</sub>

pass ACETOU + 0 = 328  
The correct strategy here is to begin blocking potential bingo spots, since it is doubtful that his opponent can win without playing one. Both COOEE 2F-J (the cry of the Australian aborigine) and CURE 3F-J (not CORE, leaving an S-hang at 3E) would be good defensive plays, after which the only really worrisome bingo spot would be 6A-H.

10 A<sub>1</sub> E<sub>1</sub> E<sub>1</sub> I<sub>1</sub> N<sub>1</sub> O<sub>1</sub> P<sub>3</sub>

NEAP 012-15 + 24 = 352  
Better than NAPE because it is more obscure and could draw a challenge, though unlikely considering the vocabulary levels in this tournament. NOPE would have left a better vowel combination in the rack, however. In general, L, O, and U are the worst one-point tiles to hold for the purpose of making a bingo, though a U should be kept late in the game if the Q has not yet appeared.

11 E<sub>1</sub> E<sub>1</sub> I<sub>1</sub> I<sub>1</sub> O<sub>1</sub> W<sub>1</sub> U<sub>1</sub>

EWE 11-3 + 28 = 380  
Other plays also leave miserable tiles in the rack, and this makes too many points to consider passing. (Diagram 5)

12 I<sub>1</sub> I<sub>1</sub> O<sub>1</sub> T<sub>1</sub> T<sub>1</sub> U<sub>1</sub>

TIE 6K-M + 8 = 388  
Breaking up both doubles is a good idea, and holding the blank seems to assure victory while giving some chance of scoring more than 450, thus earning an extra match point.

13 E<sub>1</sub> I<sub>1</sub> I<sub>1</sub> O<sub>1</sub> T<sub>1</sub> U<sub>1</sub>

CUTIE A6-10 + 21 = 409  
Probably better than challenging unless certain that CLOURING is no good, since Goldstein can now win only by going out with a play worth eight or more points. No play by Goldstein (except going out) can now prevent Lowenstein from going out on his next turn.

14 I<sub>1</sub> O<sub>1</sub>

TOIL B3-6 + 3 = 412  
+ 6  
418

There are better plays, but none that affects the number of match points earned by either player. Goldstein is left with a C, the value of which (3) is, under tournament rules, doubled and added to Lowenstein's score. (Diagram 6)

# CHARLES GOLDSTEIN

RACK

6 E<sub>1</sub> I<sub>1</sub> I<sub>1</sub> O<sub>1</sub> T<sub>1</sub> W<sub>1</sub> W<sub>1</sub>

WORD LOCATION SCORE  
pass all 7 + 0 = 184

Goldstein misses WITEN H1-5, a form of the archaic verb "to wit," and also WOW 12D-F. Passing is not unreasonable, though, considering that time shortage may have been a factor in his failure to find either of these plays.

7 B<sub>3</sub> I<sub>1</sub> I<sub>1</sub> N<sub>1</sub> O<sub>1</sub> Q<sub>10</sub>

Q OIN 15A-E + 46 = 230  
Except in the end game, it is unusual to use a blank for a play that is not a bingo. Here there is no good alternative to Q OIN; but if any tile other than Q were held, the blank should not be played except as part of a bingo. If only low-scoring Q plays were available, the correct play would be to pass, retaining the blank and possibly IN.

8 B<sub>3</sub> E<sub>1</sub> G<sub>2</sub> I<sub>1</sub> J<sub>3</sub> O<sub>1</sub> R<sub>1</sub>

BORING H1-6 + 30 = 260  
Best. (Diagram 4)

9 E<sub>1</sub> J<sub>3</sub> L<sub>1</sub> N<sub>1</sub> R<sub>1</sub> U<sub>1</sub> W<sub>1</sub>

WYE N10-12 + 17 = 277  
WU is one of the worst possible two-letter combinations for bingo purposes, and Goldstein correctly breaks it up. This would be a bad play if all the Ms and Hs had not already been played, as a huge counterplay might otherwise be made at O12-15. Keeping track of outstanding tiles is an important element of strategy.

10 A<sub>1</sub> J<sub>3</sub> L<sub>1</sub> N<sub>1</sub> O<sub>1</sub> R<sub>1</sub> U<sub>1</sub>

JA G2-3 + 22 = 299  
JOURNAL is in the rack but cannot be put anywhere. JURA 11C-F may be a better play, as it might divert the opponent from blocking the top of the board for another turn. True, the opponent may have the other blank and be about to play a bingo at the top himself; but in that case the game will probably be lost anyway.

11 I<sub>1</sub> L<sub>1</sub> N<sub>1</sub> O<sub>1</sub> R<sub>1</sub> S<sub>1</sub> U<sub>1</sub>

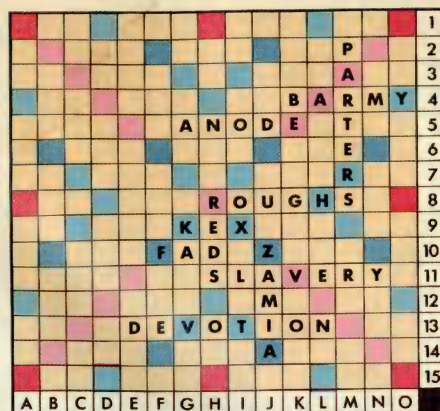
SUN M13-15 + 32 = 331  
SOL in the same place preserves the IN for possible use with the G on H6, but U is not a very good bingo tile.

12 C<sub>3</sub> I<sub>1</sub> L<sub>1</sub> N<sub>1</sub> O<sub>1</sub> R<sub>1</sub> U<sub>1</sub>

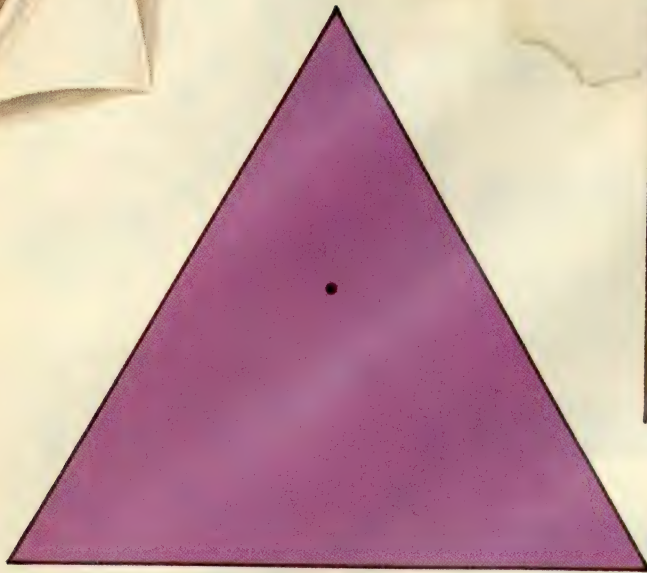
CLOURING 6A-H + 67 = 398  
This would be a good play even if it were not a word, as it puts a lot of pressure on the opponent. An incorrect challenge would lose the game, while permitting the word still retains good winning chances.

13 C<sub>3</sub> G<sub>2</sub> I<sub>1</sub> T<sub>1</sub>

GRIT E5-8 + 10 = 408  
This leaves two places to go out, COX 17-9 and CARE 3F-I, and Goldstein's only chance to win is that Lowenstein will not be able to go out, after which COX may be enough to win. □





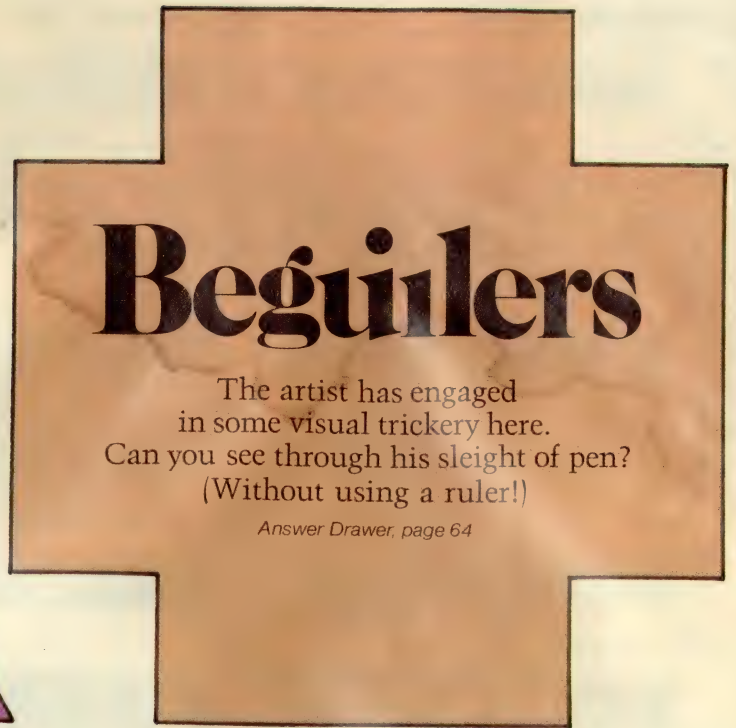


1. Is the dot: a. closer to the top than the base of the triangle? b. closer to the base than the top? c. midway between the top and the base?

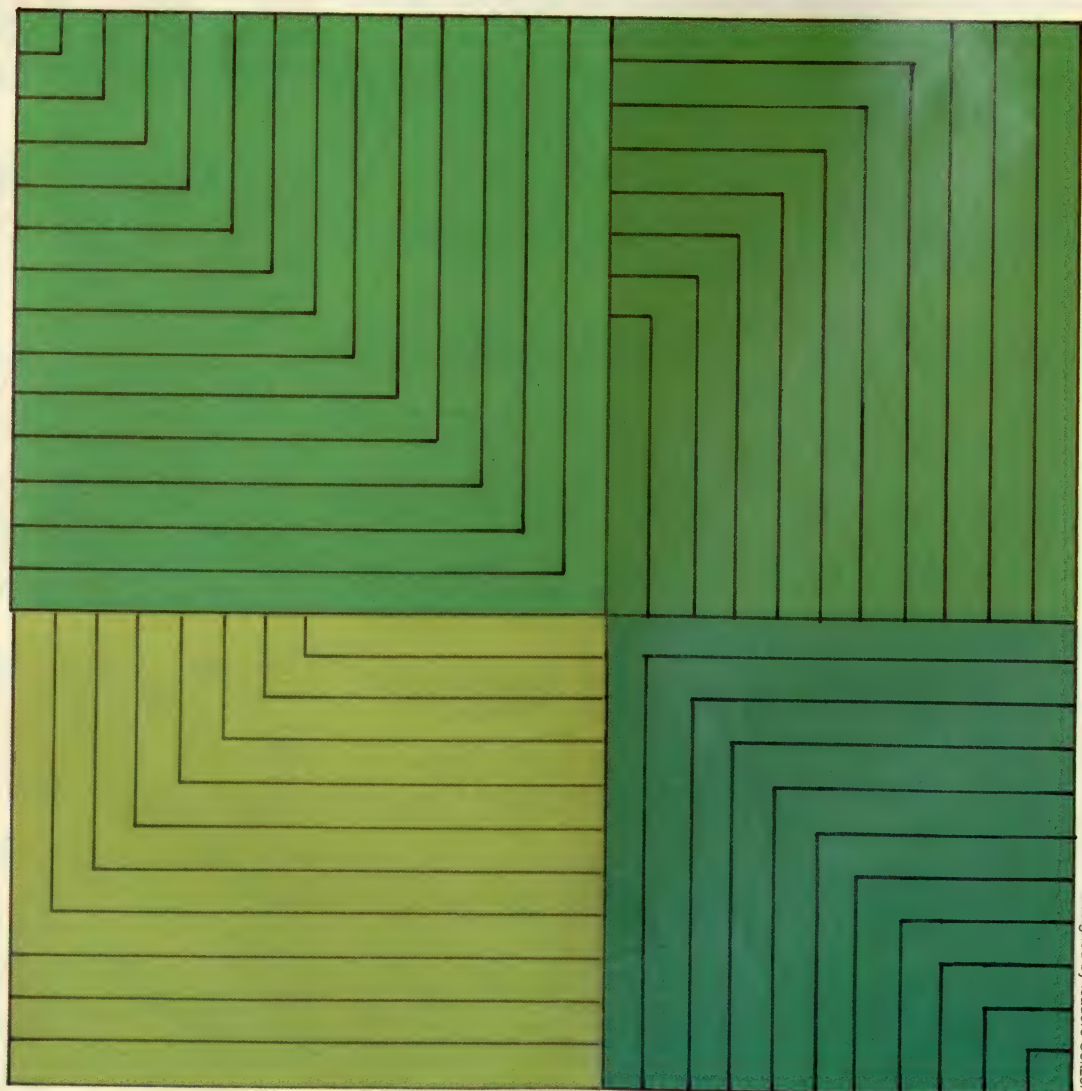
# Beguilers

The artist has engaged in some visual trickery here. Can you see through his sleight of pen? (Without using a ruler!)

*Answer Drawer, page 64*

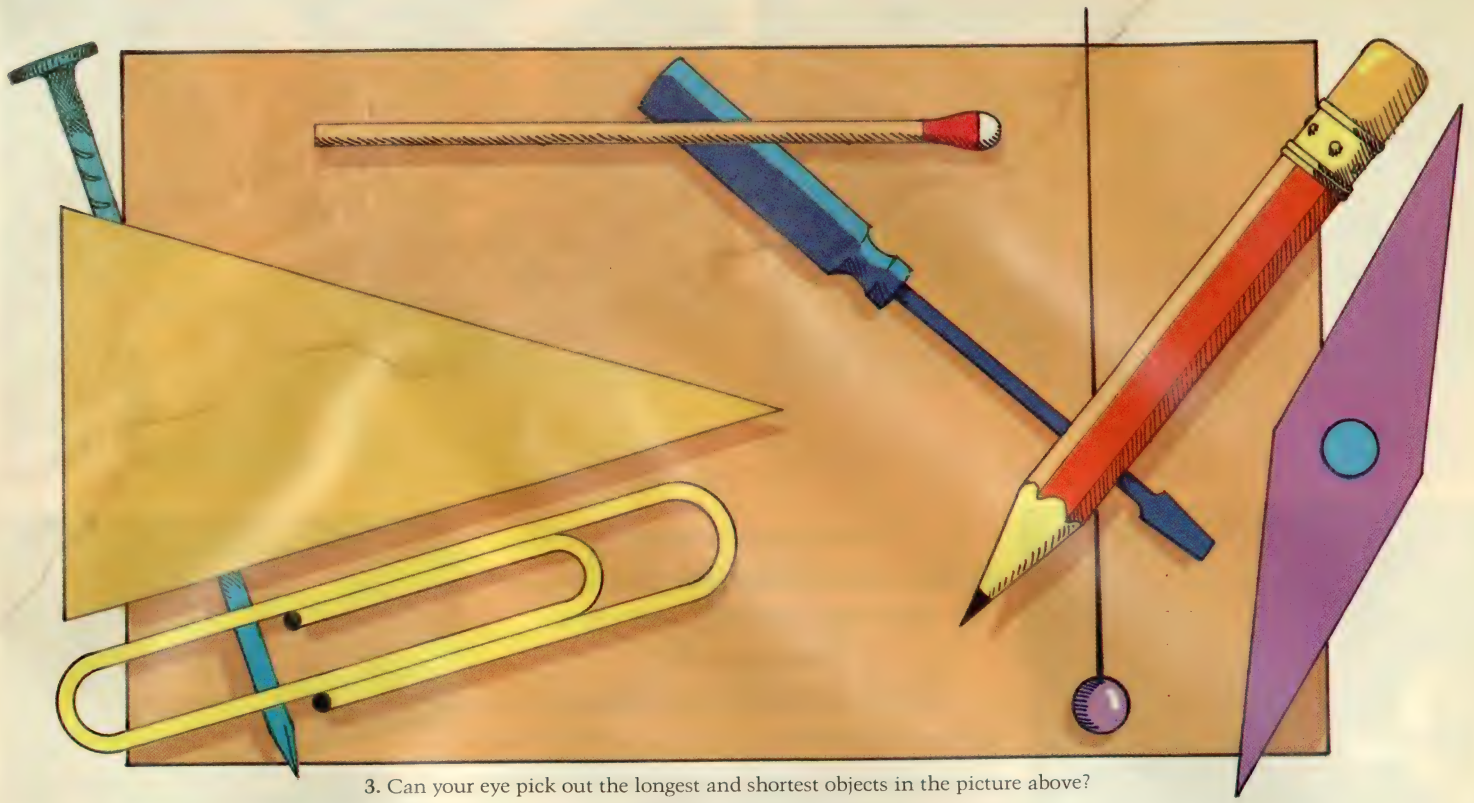


2. The innocent looking shape that frames the title of this page has been slightly enlarged and hidden in the design below. Can you find it?

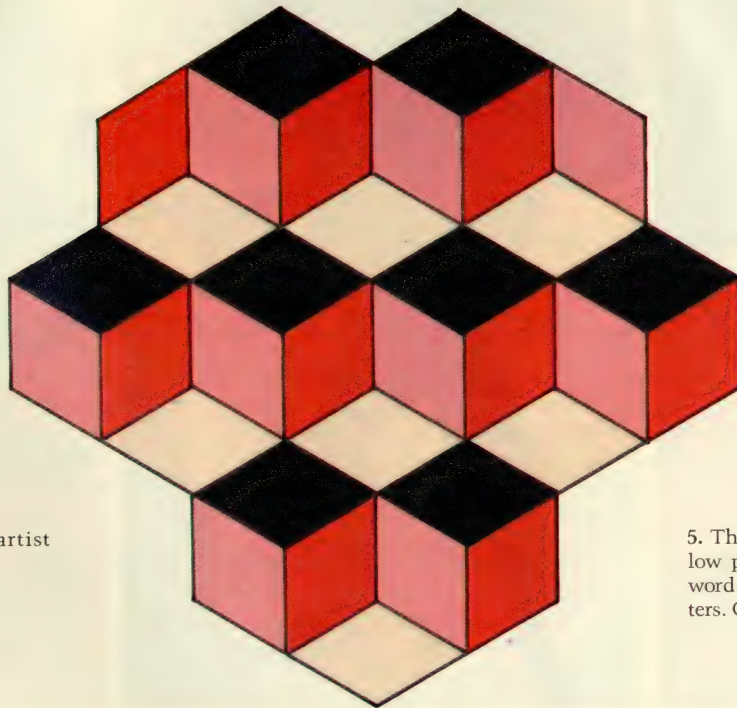


Designed by Isadore Selzer



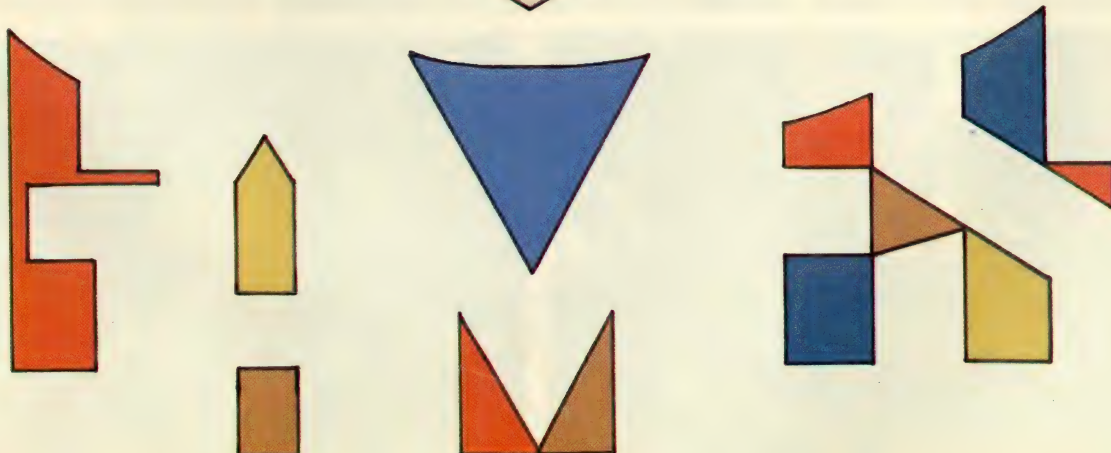


3. Can your eye pick out the longest and shortest objects in the picture above?



4. How many cubes has the artist drawn at right?

5. The apparently random shapes below partially define the outline of a word written in large white block letters. Can you see the word?







**Frog psychology is  
as yet an uncharted discipline;  
no one is really certain  
just exactly  
how to motivate them.**





# Jumping Jubilee

## 2,500 Frogs Fail to Set New Record

by Andy Meisler

Consider, dear readers, the frog. He is an inscrutable beast, and slippery. Prone to sudden bursts of bounding, he'd as soon hold his ground as leap on cue.

But what of it? These very qualities, harnessed by the good citizens of Angels Camp, California, have provided a half century of sporting competition. The famed Calaveras Frog Jump was held for the fiftieth consecutive year this spring; all indications are that this traditional American contest—inspired by a tall tale and run strictly on whimsy—will continue for many more years to come.

The event was inspired by Mark Twain's famous short story. In 1865, young Sam Clemens was living in a cabin in the heart of the Mother Lode Gold Rush country. An Angels Camp old-timer named Russ Coon spun him an interesting yarn; it seemed that a local gambler named Coleman would bet on anything—even on the jumping abilities of neighborhood bullfrogs. Clemens wrote in his notebook: "Coleman with his jumping frog—bet stranger \$50—stranger had no frog and C got him one—in the meantime stranger filled C's frog full of shot and he couldn't jump. The stranger's frog won."

"The Celebrated Jumping Frog of Calaveras County"—the story of Smiley the gambler and his prodigious frog Dan'l Webster—became an American classic, and Twain's career was launched. Organized frog-jumping as we know it, however, did not begin in earnest until 1928.

This year's celebration—a four-day affair held in an open-air fairground and attended by 45,000 fans—bore little resemblance to the inaugural jump-off. "We held it," recalls "Whisker Bill" Collins, a ninety-one-year-old resident uni-

versally credited with jumping the very first frog, "to celebrate the first paving of Main Street. If I remember correctly [and he does], we jumped 'em on a table set in the lobby of the old Angels Hotel. The people were set so close around, though, that frogs couldn't jump but once."

---

### The world's record, set by "E. Davey Croakett" in 1976, is twenty feet three inches.

---

The winning jump that year was three feet eight inches. The next year's event was held on Main Street; so large were the crowds by 1938 that Frogtown—the present site—was built. After some subdued celebrations during World War II (to save gas and rubber, only horse- and wagon-borne spectators were admitted) the Jubilee has grown to its present eminence, with a mammoth tournament the third weekend each May, blanket media coverage, and semi-serious competitors (2,500 this year) from around the world.

The rules of modern frog-jumping are strict. Toads are *not* eligible, nor are amphibians measuring less than four inches from head to butt. Each contestant, encouraged by its "jockey," is allowed three consecutive jumps from a launching area the size of a lily pad. The total distance traveled in the three jumps is recorded by eagle-eyed judges; the world's record, set by "E. Davey Croakett" in 1976, is twenty feet three inches.

Strategy? It's a bit vague. Since jockeys can't touch the frogs once they're off the pad, selection and preparation are the keys. "Big frogs can't jump," says Denny

Metasci, E. Davey Croakett's owner, "so forget about anything over five and a half inches long." "Only pick ones that'll jump in a straight line," says Tom Beatty, whose "Bandit I" jumped twenty feet four inches in a non-scoring preliminary heat this year. "Keep 'em cool, then get 'em warm just before they're ready to jump," says Doug Offenheiser, whose "Green Eyes" took the 1977 crown. "Yes, vitamins have been tried," admitted a contestant who wished to remain anonymous. "They mashed up a pill, dissolved it in water, and fed it to the frog through an eye dropper. The frog took one mighty leap and then, well . . . he croaked."

Such cold-blooded experimentation is rare. Contrary to popular belief, contestants are not fried after the finals; indeed, most are captured a few days before the competition and returned to the bulrushes soon after. Even the champions are let loose. "The frogs give us a lot of fun," says Denny Metasci, "so it's the least we can do to put them back."

While in captivity, though, entrants are treated with the utmost earnestness. Most serious handlers come supplied with specially constructed, thermometer-equipped carrying cases. For better traction, the frogs' paws are dipped in warm water shortly before post time. It's the mark of a novice to *place* a frog on the pad: the ten-year veterans know enough to *drop* their frog from a height of three feet, thump the ground with their (not the frogs') hands, and pursue their entrant horizontally until the third jump is completed. Frog psychology is as yet an uncharted discipline; no one is really certain just exactly how to motivate them. "I do know," says Tom Beatty, "that male and female frogs have pretty

(continued on page 47)



# Millionaire II



**FIRST PRIZE:** CT-500 Electronic Calculator and Digital Watch from Sharp Electronics  
**FOUR HONORABLE MENTION PRIZES:** "Thin Man" Pocket Calculators

Those loyal readers who have been with GAMES from the start will no doubt remember the original Millionaire contest (Sept./Oct. 1977, page 21) as one of the most dastardly deeds in the history of the magazine. And those who've joined us in the meantime and know of it only by its ill reputation will surely shudder at its very mention. But we just can't restrain ourselves. Despite popular demand never to do it again, we present herewith the even more dastardly Millionaire II.

In Millionaire I, number values were assigned to the letters of the alphabet in the order of A=1, B=2, and so on, down to Z=26, and contestants tried to find words whose letters—when converted to numbers and multiplied out—produced a score as close as possible to one million (1,000,000). Despite our cocky prediction that no one would even come close to the target number, several words were submitted that did, in fact, hit a million squarely on the nose (January/February 1978, page 18).

Most assuredly this will not be the case in Millionaire II, for we've turned the alphabet upside down (so that Z=1, Y=2, and so on, up to A=26), which coincidentally makes the number

values a lot harder to work with. Thus there's no predicting what the winning score will be, and that's the only thing we're sure of. Here's how to play:

1. Assign numbers to the letters of the alphabet as follows:

A=26 F=21 K=16 Q=10 V=5  
 B=25 G=20 L=15 R=9 W=4  
 C=24 H=19 M=14 S=8 X=3  
 D=23 I=18 N=13 T=7 Y=2  
 E=22 J=17 O=12 U=6 Z=1  
 P=11

2. Then think of a word. Let's take WAY and SURE as examples.

3. Now, replace the letters of your word with the number values given in step 1. In the case of the above exam-

.....

Clip or copy this entry blank and mail it to:

**Millionaire II**  
**GAMES Magazine**  
**515 Madison Avenue**  
**New York, NY 10022**

My word is \_\_\_\_\_

Total word value \_\_\_\_\_

Name \_\_\_\_\_

Street Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

(Please also write your total word value on the outside of your envelope beneath your return address.)  
 Void where prohibited by law.

.....

ples, WAY would be 4-26-2, and SURE would be 8-6-9-22.

4. Finally, multiply out all the numbers in your word to determine its official value. The product of WAY (4x26x2) would be 208, and that of SURE (8x6x9x22) would be 9,504.

The object of the contest is to find a single word that produces a score as close as possible to one million (1,000,000). That may seem like a big number, but you'd be surprised how quickly the score mounts up. In fact, some 5-letter words, many 6-letter words, and most 7-letter words far surpass that amount. Try FACED, for example. That's 6,630,624! (A pocket calculator is a big help but not essential.) Any single unabbreviated word recognized by Webster's Third New International Dictionary (Unabridged) is acceptable. There are no other restrictions: plurals, verb forms, alternative spellings, hyphenated words, contractions, words with capital letters, and so on, are all fair game, provided they're listed. Entries must reach us by October 2, 1978. Winners and their words will be announced in the January/February 1979 issue. The closest score to 1,000,000 wins, regardless of whether that score is greater or less than 1,000,000. In the event of a tie, the word (from among those tying) that comes first in alphabetical order wins; and if we receive multiple entries with the same winning word, the earliest postmark wins. ☐



Noam Chomsky and many others.



**Jeffrey Norton Publishers, Inc.**  
145 E. 49th Street, Dept. H  
New York, New York, 10017



## Execrable Shapes

"Whence and what art thou, execrable Shape?"

—Paradise Lost II 681

**T**he shapes on this page may not be exactly what the poet had in mind, but we trust you'll find them execrable anyway. We've rummaged through our atlas and traced the outlines of countries big and small, states, islands, a body of water, parts of

things, groups of things, what have you; we've enlarged them, reduced them, colored them, turned them upside down, inside out, backwards, forwards and so on—in short, we've done everything we can think of to disguise their identity. But we've not otherwise altered their ba-

sic shapes, all of which can be found in any standard atlas. Some of the shapes may strike you as easy, but as a whole this puzzle is meant to get your goat. Source books are allowed. Five correct in any case is excellent. If you get them all correct, you're an extreme case. □

Answers will appear in the November/December issue.



Moskoff/Globe





"Biviny!" is a word worth 15 points or more. But is it a word? Look in even the top-selling desk dictionaries and you won't find it. Look in *The Official Scrabble® Players Dictionary* and you will. Along with over 100,000 two-to-eight letter words including

more two-letter words than you'll find in any other dictionary.

And every word is officially acceptable. Because this is the new official dictionary of first reference for all Scrabble® crossword game players and clubs in the U.S.

and Canada.

New from the makers of Scrabble® crossword games and Merriam-Webster, America's leading maker of dictionaries. Just \$7.95 wherever books are sold. A great gift.

## JUST PUBLISHED

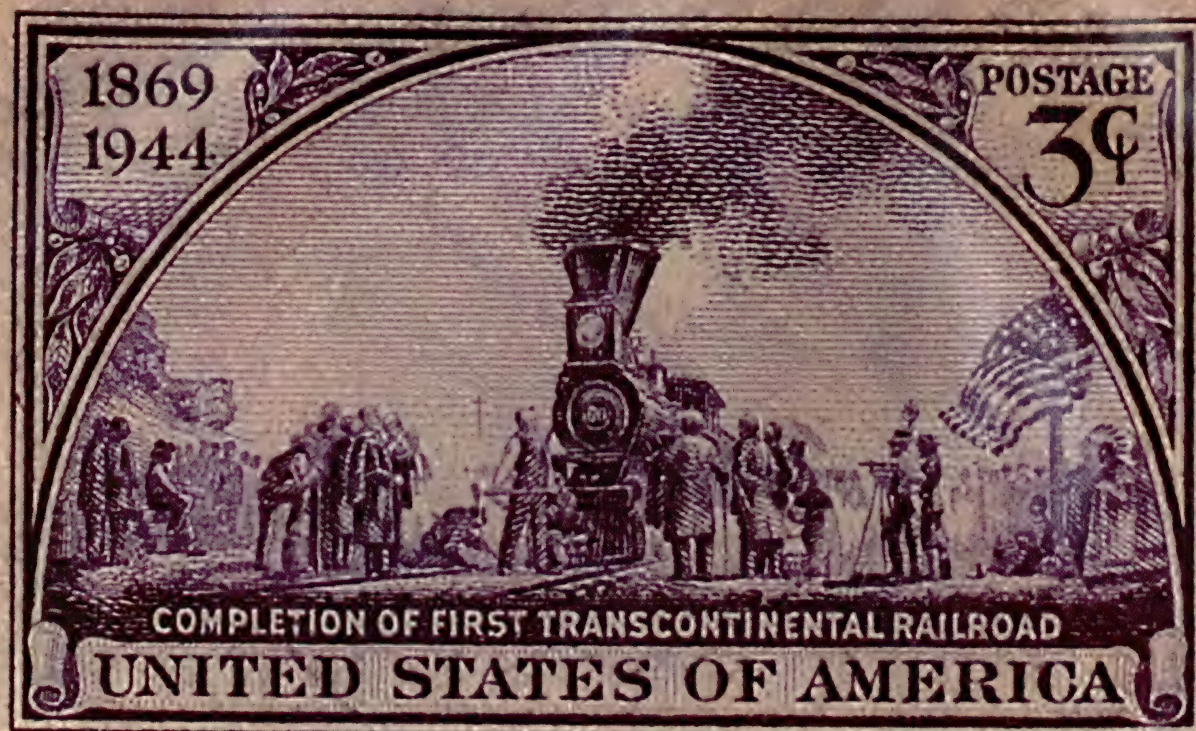
MERRIAM-WEBSTER, Springfield, Massachusetts 01101



# Postmaster's Nightmare

## A Laundry Basket Special Report

by Ira Zweifach



1. **United States** 1944 (never corrected).

We are pleased to report that magazine people aren't the only ones who need a Laundry Basket (see page 7). Illustrated above and opposite are real postage stamps from around the world, each of whose designs suffers from a critical error of fact—scientific, historical, grammatical, logical, etc. In some cases we offer a corrected edition of the stamp for the sake of comparison. (In others, no such confession of guilt was ever made.) Can you tell what is wrong in each case?

*Answer Drawer, page 64*

*Ira Zweifach is president of The Collectors Club of New York and editor of The Collectors Club Philatelist.*





2. St. Kitts-Nevis 1920 (never corrected). Shows Columbus looking for land.



3. Austria 1934.



Corrected issue: 1935.



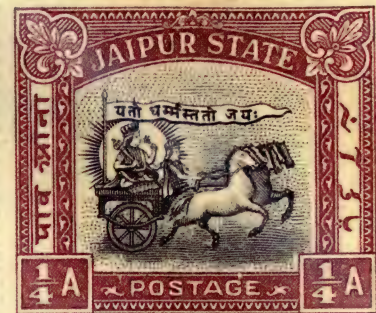
4. Fiji Islands 1938.  
Corrected issue (too obvious to show): 1940.



5. East Germany July 1956.



Corrected issue: October 1956.



6. Jaipur 1931 (never corrected).



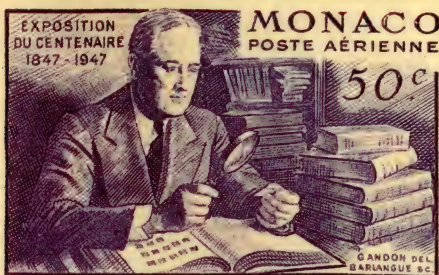
7. France 1937.



Corrected issue: 1937.



8. Guadeloupe 1946 (never corrected).



9. Monaco 1947 (never corrected).



10. India 1919.



Corrected issue: 1921.



11. United States Two issues from a single set, 1893 (never corrected).



12. Saudi Arabia 1949 (never corrected)



## The Other Games Athletes Play



Janel Beiler

I do not like to brag, but I admit I once outscored Wilt Chamberlain. Another time, on a championship night, I outpointed Floyd Patterson. In a match in Brooklyn, I destroyed Bobby Fischer's concentration and beat him badly. Women, too. Donna DeVarona, the Olympic swimming champion. Her strokes were no match for mine. Paul Hornung, too, and Jerry Kramer, pushovers.

To be honest, I did not beat these people at their best games. Chamberlain and Patterson, I defeated at Tonk, a five-card rummy game popular among black athletes. Fischer and DeVarona, I took at tennis, when each was new to the game. Hornung and Kramer may have been among the greatest Green Bay Packers, but they were both vulnerable at gin rummy.

When I talk about these events, as I sometimes do at cocktail parties, I simply say I beat Floyd Patterson once or outmaneuvered Bobby Fischer; I do not bother to provide details. I am offering them now only to point out that a large number of people who are great at certain games also enjoy playing games that they are not so great at. Most of them do not like to lose at anything, but they especially hate to lose at their own games. A writer I know named Barry Tarshis once went to a tennis match in the Bahamas

and won two out of three backgammon games from Jimmy Connors. "I can't wait to get home to tell people I took two out of three from you," Tarshis told Connors. Tarshis was grinning. Connors was not. "Make sure you tell them it was at backgammon," Connors said, with the sort of snarl he generally reserves for umpires and spectators.

No one likes to play games more, or likes to lose less, than Rick Barry, the basketball star now with the Houston Rockets. Barry plays, among other things, superb tennis, par golf, chess, checkers, Othello, backgammon, Monopoly, Scrabble, Boggle, and all the Atari television games. He plays them all for blood. In his more impetuous youth, Barry remained undefeated in all board games by using a simple strategy: Whenever he was in danger of losing, he overturned the board. When you are six-foot-six and sleekly athletic, you can get away with spilling Scrabble boards and stealing property in Monopoly. In recent years, as professional basketball has forced Barry to spend so much of his life in hotel rooms, he has become a television game-show nut. He sits in front of the tube and yells out quiz answers the way he yells at referees. He already has a flourishing career in television, as a sportscaster, but he'd love a chance to audition for the Pyramid Show. He

wants to win desperately.

During last season, Barry was with Golden State, and the Warriors did not do particularly well on the court. Off the court, they did sensationally—at Mattel's Computer Football. The Warriors had a regular league going, and Barry, of course, was the champion. He spent as much time working on the intricacies of the computerized game as he spends polishing his foul shots.

• • •

There is hardly any kind of game that is not played by some professional athletes. Ron Johnson and Bob Tucker, for instance, former teammates on the New York Giants, used to carry on a running chess game that would baffle some of their teammates whose forte was brawn. One of their brighter teammates, Fran Tarkenton, liked to play cribbage and backgammon, but his main game was bridge. Tarkenton was a member of a bridge game that lasted almost fifteen years in the National Football League. It was played among the Minnesota Vikings, and it paired Tarkenton and Bill Brown, a crewcut fullback, against Mick Tingelhoff and Grady Alderman, a pair of linemen. There is a myth that backs are much more intelligent than linemen. Bill Brown did his best to dispel that myth. "Bill Brown was my handicap,"

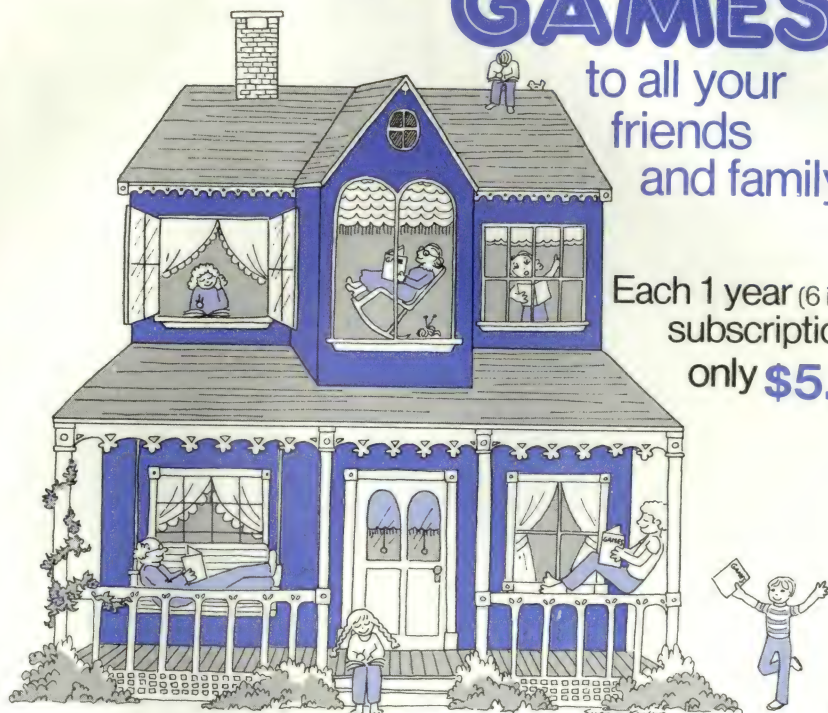
(continued on page 51)



# PENCILWISE

Give **GAMES**  
to all your  
friends  
and family.

Each 1 year (6 issues)  
subscription  
only **\$5.97**



UVSA1

## SEND GIFT TO:

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

SIGN GIFT CARD "FROM" \_\_\_\_\_

SEND GIFT TO:

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

SIGN GIFT CARD "FROM" \_\_\_\_\_

PLEASE BILL  
NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

Please send  
gift subscriptions  
to the people listed  
at \$5.97 each.

- ☐ Payment enclosed  
☐ Bill me later

Allow 4-8 weeks for  
delivery of the first  
issue.

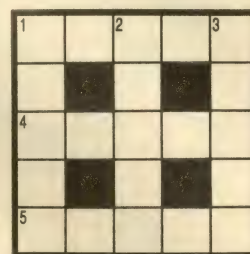
For foreign orders,  
add \$1.00 per  
subscription.

- ☐ Also enter my  
own subscription  
at this special rate.

24A

- place for a belt: (5)  
**30** It's glorious, like the  
wild blue yonder (8)  
**31** Wall Street is the in  
street to hold our  
attention, at least  
quarterly (8)  
**32** Though inactive, they  
are peerless, in a way (8)

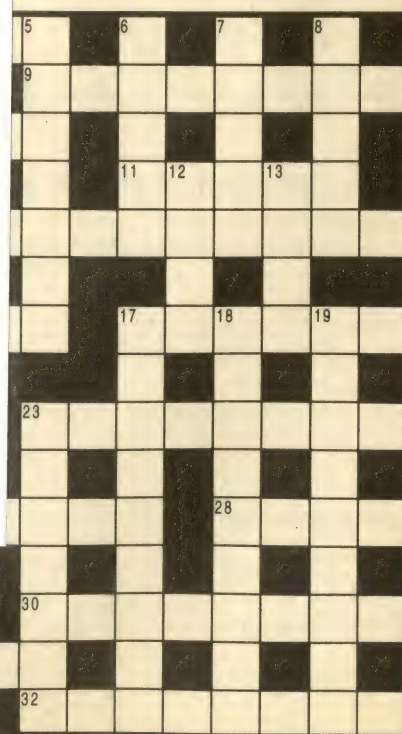
- They are drawn by  
chance to plenty of real  
estate (4)  
**23** Overlooks the light in  
the little steamship (7)  
**25** A drink after tea is sure  
to bind (5)  
**26** How I made my mark (5)  
**27** Three-fold anesthetic (5)



## DOWN

- 1** Ms. Channing's Christmas  
song (5)  
**2** Monastery of the advice  
columnist, we hear (5)  
**3** Lodging is very warm on  
the elevated train (5)

Answer Drawer, page 61





# The Other Games Athletes Play

I do not like to brag, but I admit I once outscored Wilt Chamberlain. Another time, on a championship night, I outpointed Floyd Patterson. In a match in Brooklyn, I destroyed Bobby Fischer's concentration and beat him badly. Women, too. Do DeVarona, the Olympic swimmer, champion. Her strokes were no match for mine. Paul Hornung, too, and Jack Kramer, pushovers.

To be honest, I did not beat these people at their best games. Chamberlain and Patterson, I defeated at Tonk, a five-card rummy game popular among black athletes. Fischer and DeVarona, I took to tennis, when each was new to the game. Hornung and Kramer may have been among the greatest Green Bay Packers, but they were both vulnerable at rummy.

When I talk about these events, and sometimes do at cocktail parties, I simply say I beat Floyd Patterson once or outpointed Bobby Fischer; I do not bother to provide details. I am offering them now only to point out that a large number of people who are great at certain games also enjoy playing games that they are not so great at. Most of them do not like to lose at anything, but they especially hate to lose at their own games. A writer I know named Barry Tarshis once went to a tennis match in the Bahamas

24B

forced Barry to spend so much of his time in hotel rooms, he has become a television game-show nut. He sits in front of the tube and yells out quiz answers the way he yells at referees. He already has a flourishing career in television, as a sportscaster, but he'd love a chance to audition for the Pyramid Show. He

kings, and it paired Tarkenton and Bill Brown, a crewcut fullback, against Mick Tingelhoff and Grady Alderman, a pair of linemen. There is a myth that backs are much more intelligent than linemen. Bill Brown did his best to dispel that myth. "Bill Brown was my handicap,"

(continued on page 51)

FIRST CLASS  
PERMIT NO. 6484  
DES MOINES, IOWA

**BUSINESS REPLY MAIL**

No Postage Stamp Necessary if Mailed in the United States

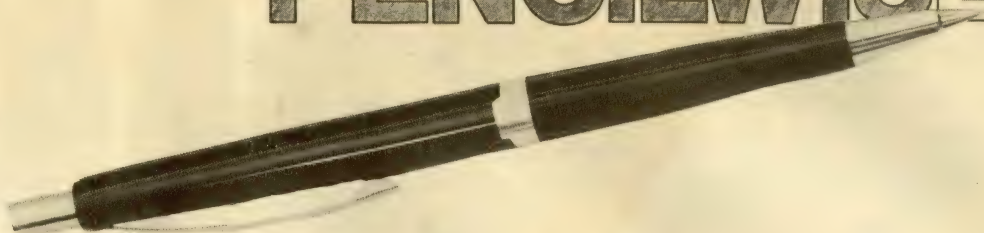
Postage will be paid by—

**GAMES**

P.O. Box 10147  
Des Moines, Iowa 50349



# PENCILWISE



## Crossword à l'Anglaise

by Jack Luzzatto

Foiled by the clues? That's the fun of British crosswords. Although they often seem ridiculous, the clues are for real and usually have *two* parts: (1) A definition or direct reference to the answer, and (2) A literal play on words, such as an anagram, pun, etc. In 9 ACROSS, for example, "confuses a trooper" is the wordplay indicating that a TROOPER can be rearranged ("confused") to produce the answer OPERATOR, which is defined by "telephone worker" and also "smooth one." (The number of letters in answer words is given in parentheses.)

In the warmup puzzle, you will find examples of each of these standard clue types: anagram, homonym, concealed word, second definition, charade, and reversal.

### ACROSS

- 1 It will halt the car in a variety of gin spots (4, 4)
- 9 The telephone worker who confuses a trooper is a smooth one (8)
- 10 To his clients he is a fitting person to see (8)
- 11 Passenger partly out-of-date (5)
- 14 'Twas wrong to kill the fly (4)
- 15 The underworld's carillon expresses exasperation (5, 5)
- 16 Balloons follow the breeze if they're full of hot air (8)
- 17 A decorative arrangement, rearranged for all (6)
- 20 Pope Leo loses nothing to be like other folk (6)
- 23 Snakes make strange presents! (8)
- 24 The planner falls apart to get back in desperate straits (9)
- 28 Get rid of the old shack (4)
- 29 Was it fashioned as a place for a belt? (5)
- 30 It's glorious, like the wild blue yonder (8)
- 31 Wall Street is the in street to hold our attention, at least quarterly (8)
- 32 Though inactive, they are peerless, in a way (8)

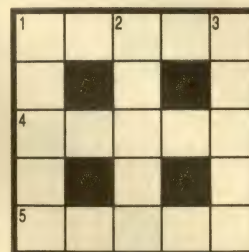
### DOWN

- 2 Witty peer arranged to do a manuscript (9)
- 3 Facing the world under false colors? (7, 2)
- 4 Fine cloth a leprechaun ties his shoe with? (5, 4)
- 5 No more Latin to perplex us (7)
- 6 Lots of cars in the used-car lot (5)
- 7 A self deranged is untrue (5)
- 8 A fictional book is new and unusual (5)
- 12 Able-bodied man, cut down in prime time (4)
- 13 Mouth a drunken insult (4)
- 17 He'll take over the ship and be a fit master of sorts (5, 4)
- 18 Finished with a nap? Then dream on! (9)
- 19 In real trade, he's got a masterpiece of a business (3, 6)
- 21 Recipe for gumbo vegetable: cook raw, cut off ends (4)
- 22 They are drawn by chance to plenty of real estate (4)
- 23 Overlooks the light in the little steamship (7)
- 25 A drink after tea is sure to bind (5)
- 26 How I made my mark (5)
- 27 Three-fold anesthetic (5)

## Warmup Puzzle for New Solvers

by Will Shortz

with detailed explanations in Answer Drawer.



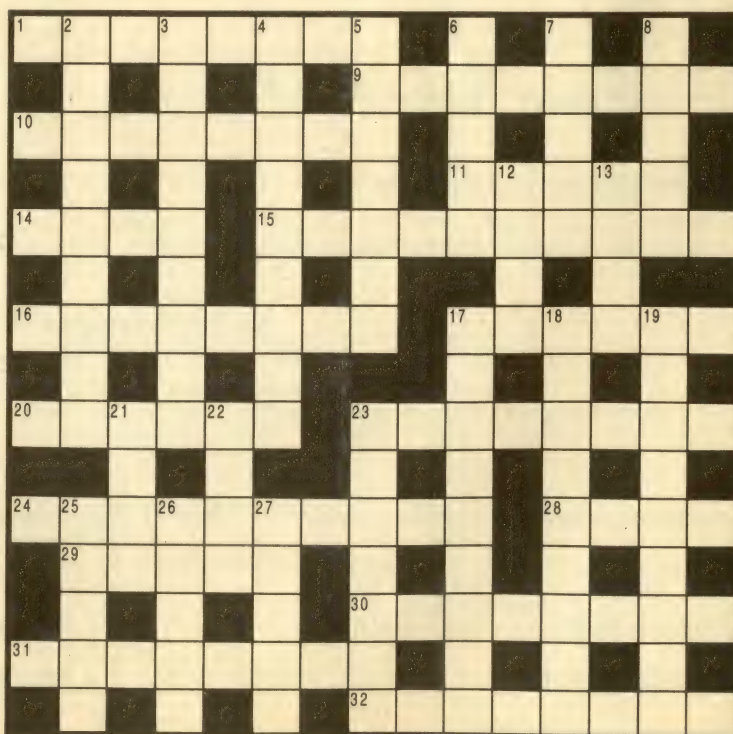
### ACROSS

- 1 Hiding in Mexico a chubby team trainer (5)
- 4 Argue against the return of the tuber (5)
- 5 Faithful recasting of the alloy (5)

### DOWN

- 1 Ms. Channing's Christmas song (5)
- 2 Monastery of the advice columnist, we hear (5)
- 3 Lodging is very warm on the elevated train (5)

Answer Drawer, page 61





# Ein Deutsches Rätsel

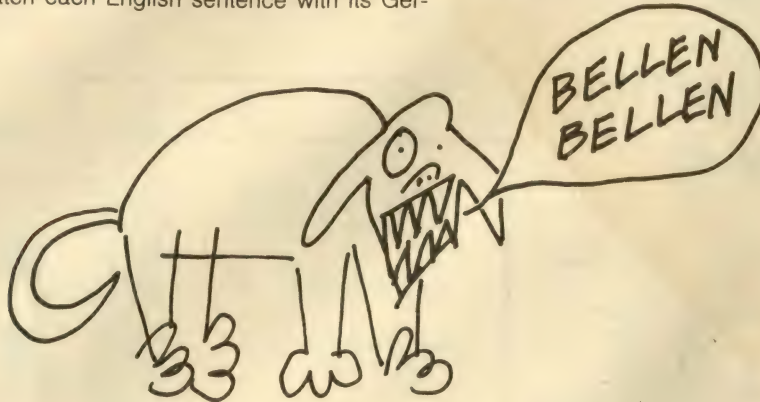
(A German Puzzle)

by Ken Webb

You don't need to know German to attempt this puzzle. The following sentences in German tell a brief story of a young couple and their dog. A word-for-word English translation of the first ten sentences appears below the German story, but the order of the English sentences has been scrambled. By logical deduction, match each English sentence with its Ger-

man equivalent; then, with the knowledge of German you've acquired, translate the eleventh sentence to find out why the young couple have problems with their dog. Note: Most German words have a variety of endings. Beware especially of the words for "a," "the," and "this."

Answer Drawer, page 61



1. Ein Ehepaar hat einen Sohn.

A couple have a son.

6. Der Sohn hat eine Frau.

The son has a wife.

2. Er wohnt in einer Wohnung.

He lives in an apartment.

7. Sie wohnt auch in Berlin.

She lives also in Berlin.

3. Die Wohnung ist in Berlin.

The apartment is in Berlin.

8. Dieses Ehepaar hat einen Hund.

The couple have a dog.

4. Eine grosse Stadt ist Berlin.

A big city is Berlin.

9. Der Hund ist sehr gross.

The dog is very big.

5. Diese Stadt ist in Deutschland.

This city is in Germany.

10. Dieses Tier beisst nur Briefträger.

This animal bites only mailmen.

11. Der Sohn ist ein Briefträger.

The son is a mailman.

The son has a wife.

A couple have a son.

A big city is Berlin.

This couple have a dog.

The apartment is in Berlin.

This animal bites only mailmen.

She lives also in Berlin.

The dog is very big.

He lives in an apartment.

This city is in Germany.



# You're the Umpire!

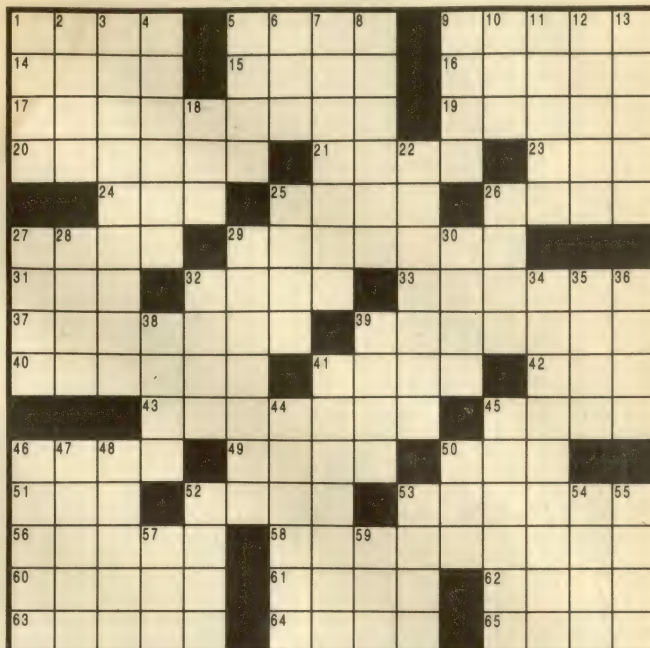
by Jack Luzzatto

## ACROSS

- 1 Sorrows  
5 Siberian river  
9 Printer's measures  
14 Slanted type style: Abbr.  
15 Not crazy  
16 Make very happy  
17 Failed, like a batter: 2 wds.  
19 The suspect's excuse as to his whereabouts  
20 Lasso eyelets or low-lying arroyos  
21 Separate, as the wash  
23 Raced  
24 Lay an \_\_\_\_ (fail)  
25 Shaggy Hungarian farm dog  
26 Poker stake  
27 Become less distinct, as a color  
29 First batter up  
31 Suffix with cash and court  
32 Umpire's decision  
33 Moslem headwear  
37 Hit an easy pop-up behind home plate: 2 wds.  
39 Abélard's wife  
40 One ninth of a game, usually  
41 Pitch  
42 Gosh!  
43 Rubbish containers  
45 Happy
- 46 Ace of the team  
49 Right-angled letters  
50 Part of a foot  
51 Women's cause, for short  
52 College teacher: Abbr.  
53 Infuse with air  
56 Make up for errors  
58 Double  
60 Has the \_\_\_\_ (is depressed)  
61 Lug  
62 Combining form for the Common Market continent  
63 \_\_\_\_ work (begin): 2 wds.  
64 Brontë's *Jane* \_\_\_\_  
65 GOP rivals
- 12 Up at the plate: 2 wds.  
13 River in Paris  
18 Machine part  
22 Civil disturbers  
25 Animal hide  
26 Hair style  
27 Name for a French woman or her poodle  
28 Extremely long period of time: Var.  
29 One who guffaws  
30 Loaded, as the bases  
32 Swindles  
34 Not at all bush: 2 wds.  
35 Like a ship on the bounding main  
36 If \_\_\_\_ be (if necessary)  
38 Fibber  
39 Attila's horde  
41 At the midpoint  
44 Dress  
45 Ate too much  
46 Pitcher's rubbers  
47 Name, as a book  
48 \_\_\_\_-face (reversal)  
50 Boston \_\_\_\_ Party  
52 Mexican money  
53 Having the necessary skill  
54 Semester  
55 Greek god of love  
57 Tennis court item  
59 Belonging to us

## DOWN

- 1 Make a \_\_\_\_ (hope for)  
2 Movie director  
Preminger  
3 It goes against the pitcher's record: 2 wds.  
4 Slimy sediment  
5 Poses a question  
6 \_\_\_\_-Tse-tung  
7 Not common  
8 Repeated, as a story  
9 Kind of moss  
10 Sick  
11 Heap of stones as a marker



Answer Drawer, page 61

# Water Works

by Gene Traub

Each of the clues below suggests a word or phrase that contains the word "water." For instance, "diluted" would be *watered down* or "a piece of furniture" would be *water bed*.

Answer Drawer, page 61

1. Like a flawless alibi water tight  
2. Place to meet and drink \_\_\_\_\_  
3. Type of painting \_\_\_\_\_  
4. Proverb of stubbornness \_\_\_\_\_  
5. Big skinny guy \_\_\_\_\_  
6. Beyond reconsideration \_\_\_\_\_  
7. Saturated \_\_\_\_\_  
8. Proverb of kinship \_\_\_\_\_  
9. Poisonous snake \_\_\_\_\_  
10. Wild West liquor \_\_\_\_\_  
11. Prison fare \_\_\_\_\_  
12. Disastrous defeat \_\_\_\_\_  
13. In trouble \_\_\_\_\_  
14. Out of trouble \_\_\_\_\_  
15. Marlon Brando movie \_\_\_\_\_  
16. Political scandal \_\_\_\_\_  
17. Papermaker's symbol \_\_\_\_\_  
18. Fruit \_\_\_\_\_  
19. Actress who began as \_\_\_\_\_  
20. Fine crystal \_\_\_\_\_



# Do You Recognize This Shape?

by Edith Rudy

As any Einstein will immediately recognize, this puzzle grid is in the shape of the periodic table of chemical elements. And you'll probably need a scientist's patience to find the names of the 75 elements hidden in the grid (only 75 because the obscure lanthanide and actinide series, usually presented in separate charts beneath the main table, are excluded).

Work directly from the list, or, for a more challenging refresher test in chemistry, mask the list and see how many elements you can find *without looking at it*. Words appear horizontally, vertically, or diagonally in the grid, either forwards or backwards, but always in a straight line, and letters in the grid may appear in more than one answer word.

Answer Drawer, page 62

A Y M R  
 R N U E  
 G N T N  
 O O S I  
 N C A D M I U M N  
 A I N O A O B O C  
 I L O I J E N L H  
 M I D N Z E L Y O  
 W S A Y X M D B Z  
 L C R N U R B D D  
 E J K I O R L E M  
 K N D G A R T N R  
 C N E D S T I U H Y A H E M P E R B E N I T A T S A I A O G N L U U D N I A N  
 I N I O B I U M O C L E I D E T A N A B E L E G O S C F F E A M L M T T T T L I  
 N U H T N E E L D E U L M B O R O N M L E N N T S S I S L N D L I A G H H L U  
 M N O B R A C M I S M U I N I T C A L C I U M M U I N O C R I Z L T P A S I M  
 O R M M M O U T U E I D B U P U T U N E T T V E R U E E O T U U H I E N I U L  
 E S U L U N G C M N N R M Y M M R O R N T A H T U M S I B I M N M I U U L M N  
 G M I I I I E E A V U E R M U I R T T Y N T Y I F I R I A I R I D I U M V V E  
 R U N T S E C M N B M K L I U E M E C H R O M I U M A N L T S U O X Y G E N M  
 E I A H E L R N I C E M N M D E S E N A G N A M A M P S T R O N T I U M R A N  
 P L T I N E A D A N B E  
 P E I U G M I U A R L A  
 O H T M A U D R M E F D  
 C M U A M U I M S O L D

ACTINIUM  
 ALUMINUM  
 ANTIMONY  
 ARGON  
 ARSENIC  
 ASTATINE  
 BARIUM  
 BERYLLIUM  
 BISMUTH  
 BORON  
 BROMINE  
 CADMIUM  
 CALCIUM  
 CARBON  
 CESIUM

CHLORINE  
 CHROMIUM  
 COBALT  
 COPPER  
 FLUORINE  
 FRANCIUM  
 GALLIUM  
 GERMANIUM  
 GOLD  
 HAFNIUM  
 HELIUM  
 HYDROGEN  
 INDIUM  
 IODINE  
 IRIIDIUM

IRON  
 KRYPTON  
 LANTHANUM  
 LEAD  
 LITHIUM  
 MAGNESIUM  
 MANGANESE  
 MERCURY  
 MOLYBDENUM  
 NEON  
 NICKEL  
 NIOBIUM  
 NITROGEN  
 OSMIUM  
 OXYGEN

PALLADIUM  
 PHOSPHORUS  
 PLATINUM  
 POLONIUM  
 POTASSIUM  
 RADIUM  
 RADON  
 RHENIUM  
 RHODIUM  
 RUBIDIUM  
 RUTHENIUM  
 SCANDIUM  
 SELENIUM  
 SILICON  
 SILVER

SODIUM  
 STRONTIUM  
 SULPHUR  
 TANTALUM  
 TECHNETIUM  
 TELLURIUM  
 THALLIUM  
 TIN  
 TITANIUM  
 TUNGSTEN  
 VANADIUM  
 XENON  
 YTTRIUM  
 ZINC  
 ZIRCONIUM



# The Work Ethic

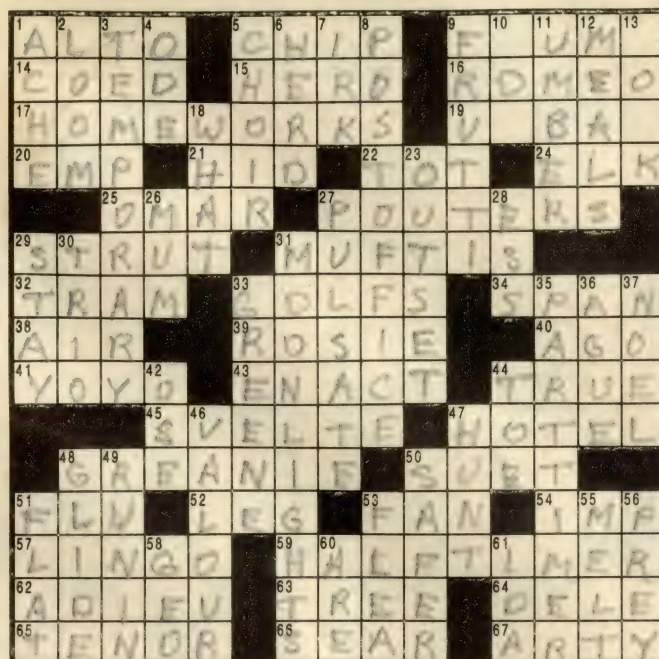
by J.L. Wilkinson

## ACROSS

- 1 Female singing voice  
5 on one's shoulder  
9 Shabbily dressed woman  
14 Female student, in a school for men and women  
15 Villain's opposite  
16 and Juliet  
17 School assignments  
19 Open the cell door  
20 Napoleon's title: Abbr.  
21 Concealed oneself  
22 Infant  
24 Large deer  
25 Actor Sharif  
27 Ones who sulk  
29 Walk like the cock of the walk  
31 Non-military clothes or Islamic leaders  
32 British streetcar  
33 Plays nine holes  
34 Airplane or bird wing length  
36 What we breathe  
39 Casals or O'Grady  
40 Long (way past)  
41 Toy on a string  
43 Pass a bill into law  
44 or false (type of quiz)  
45 Slimly elegant  
47 Tourist accommodation  
48 Pep pill, in colorful language  
50 Meat fat  
51 Asian (respiratory malady)  
52 Table or human support  
53 One who idolizes a movie star, etc.  
54 Mischievous child  
57 Jargon  
59 One who works a 20-hour week  
62 Good-bye in French  
63 One source of shade  
64 Expunge from copy, in printer's terms  
65 Male singing voice  
66 Scorch  
67 Pretentiously esthetic: Colloq.  
18 Cry of disbelief  
23 At the (at the beginning)  
26 Not talking  
27 Throb rhythmically  
28 It comes before tee  
29 Stick around  
30 Group of three  
31 Holds a second job at night  
33 Author Graham  
35 He works just a little  
36 Fever marked by recurring chills  
37 Yule song  
42 Sugar suffix  
44 the line (obey)  
46 Velvety fabric  
47 Track animals or treasure  
48 Float smoothly, like a paper airplane  
49 Altercation or hassle  
50 Less dangerous  
51 broke (penniless)  
53 Acrobatic insect?  
55 Liquefy  
56 Nature's victims  
58 President Washington or comedian Burns: Abbr.  
60 Plural of am  
61 It is between Wyo. and Ore.

## DOWN

- 1 Dull, steady pain  
2 Weaving apparatus  
3 Not permanent  
4 Type of poem  
5 Church singing group  
6 Group of animals  
7 Vex  
8 Where to buy stamps: 2 wds.  
9 Tutti-  
10 Actor Colman, affectionately  
11 Yellowish- or reddish-brown  
12 Dinners  
13 Kind of chop or barrel



Answer Drawer, page 61

## Alterations

by Barry Traub

The following words make perfect sense, but they are also "tailor-made" anagrams. When unscrambled, each is a common article of clothing.

Answer Drawer, page 61

1. BORE  
2. HOES  
3. LIVE  
4. LIPS  
5. PACE  
6. BOOST

7. MOCKS  
8. THIRST  
9. FIBERS  
10. REPAID  
11. REWARDS  
12. RIPPLES  
13. SMITTEN  
14. CROATIAN  
15. ARCADING  
16. ROUSTERS

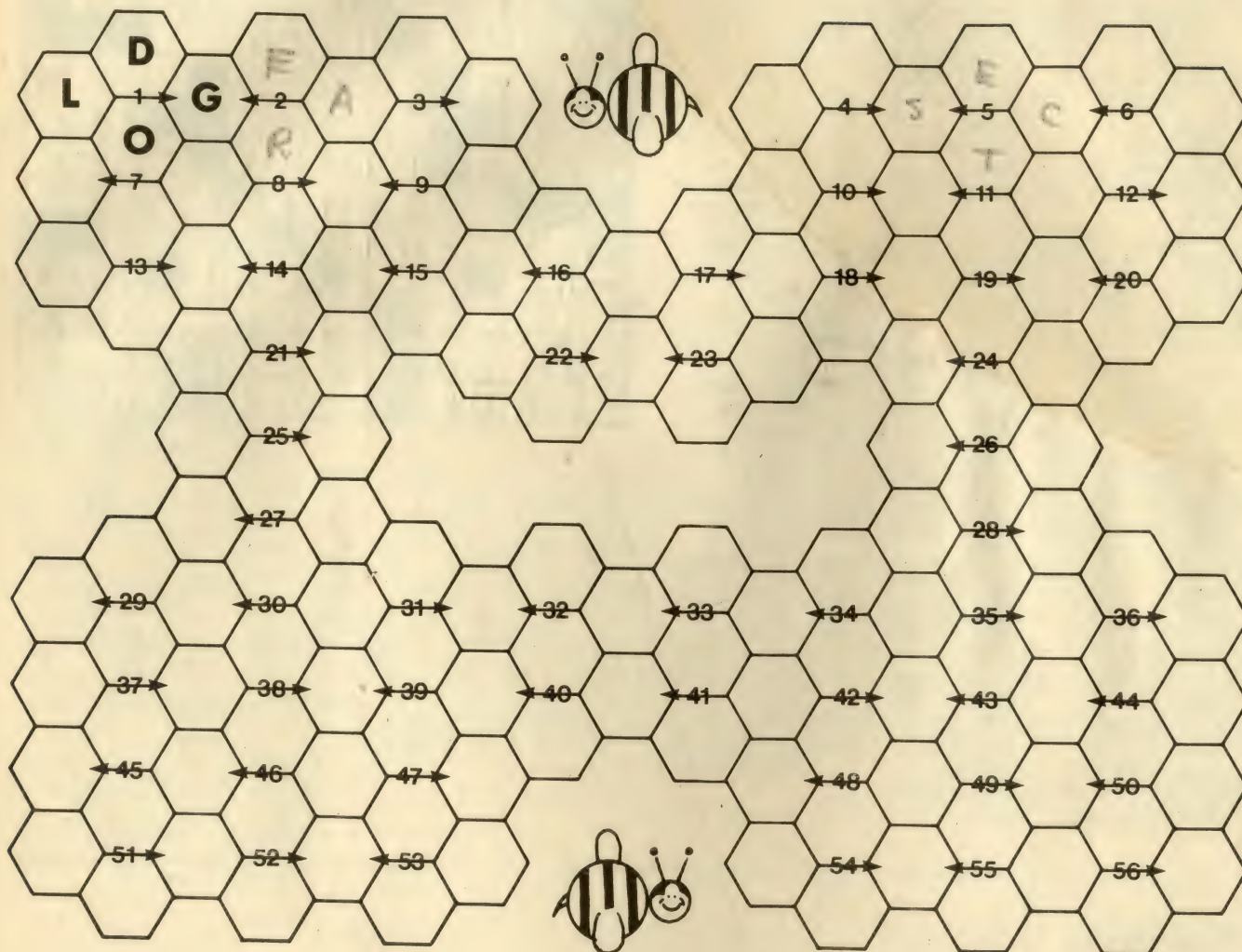


# Honeycomb

by D. Trevor Michaels

Each numbered pair of clues below defines a four-letter word to be entered in the Honeycomb. Write each answer word in the four hexagonal spaces that surround its number, beginning in the space indicated by the arrow and continuing around the number in a *clockwise* direction.

Answer Drawer, page 62

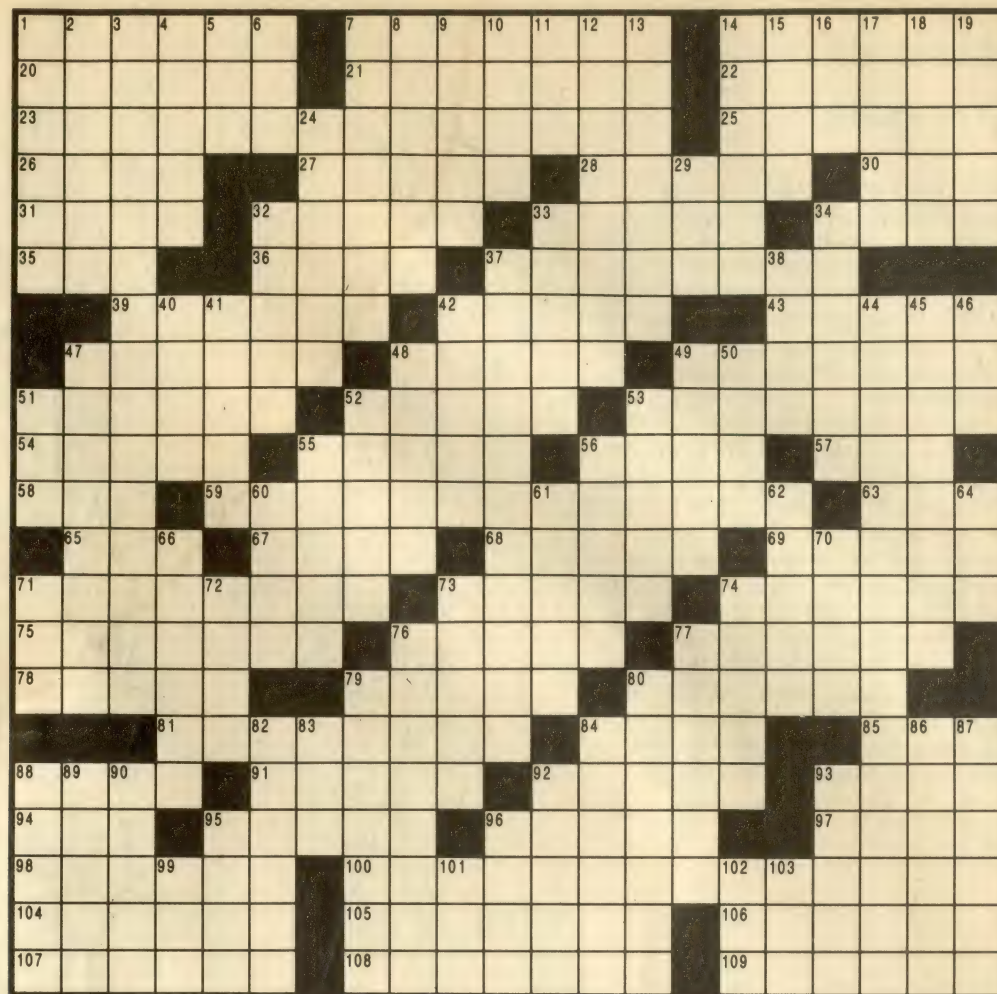


- |                                      |                                |                                       |                                      |  |
|--------------------------------------|--------------------------------|---------------------------------------|--------------------------------------|--|
| 1 Metal; riches                      | 13 Drive by force; dispatch    | 26 Excessive indulgence; wild revelry | 38 Sediment; grainy soil             | 49 Come down heavily; pour                 |
| 2 Cogwheel; equipment                | 14 Tax; Highlander             | 27 Injury; wrong                      | 39 Trustworthy; storage compartment  | 50 Legend; narrative                       |
| 3 Move about purposelessly; rove     | 15 Standing alone; exclusively | 28 Without effect or purpose; vainly  | 40 Disturbance; wear down            | 51 Promissory obligation; brief letter     |
| 4 Precipitation; deceive             | 16 Lake; arm of the sea; Scot. | 29 Regretted; mourned                 | 41 Of gases; air; Comb. form         | 52 Completed; finished                     |
| 5 Faction; cult                      | 17 Defy; ridicule              | 30 Discharge; give off                | 42 Vassal; slave                     | 53 Lavish extreme fondness; be foolish     |
| 6 Tricks; felons                     | 18 Force down; pack closer     | 31 Torment maliciously; trap food     | 43 Scant; slender                    | 54 High-priced; darling                    |
| 7 Provoke; egg on                    | 19 Extremity; stub             | 32 Smudge; obscure                    | 44 Small quantity; jot               | 55 Hoofed animals; type of stalker or skin |
| 8 Mark of past injury; damage        | 20 Anger; bitterness           | 33 Force forward; impel               | 45 Final result; inevitable events   | 56 To corner; tall branching plant         |
| 9 Without delay; before long         | 21 Dissolve; become softened   | 34 Make a mistake; boo-boo            | 46 Natural drift; tendency of events |  |
| 10 Bridge unit; measure of length    | 22 Course of action; track     | 35 Stupid person; dolt                | 47 Prevailing style; fashion         |  |
| 11 Immediately; carved figure: Abbr. | 23 Jab; meddle                 | 36 Moor; pier                         | 48 Treat with derision; scoff        |  |
| 12 Partiality; diagonal line         | 24 Rough edge; actor Raymond   | 37 Praise highly; extol               |                                      |  |
|                                      | 25 Appellation; moniker        |                                       |                                      |  |



# Turn of Phrase

by Jordan Lasher



Answer Drawer, page 62

## ACROSS

- 1 Outcome
- 7 Aussie waltzer?
- 14 View
- 20 Like dried leaves
- 21 Shelley's elegy to Keats
- 22 Lad, or his razor
- 23 Shuts off a tape recorder
- 25 Lady of Spain
- 26 Just gets by (with out)
- 27 Council of \_\_\_\_\_, 1545-63
- 28 Unyielding
- 30 Francis or Kyser
- 31 Rat or human
- 32 Scandinavian inlet
- 33 \_\_\_\_\_ Salaam, capital of Tanzania
- 34 Jewels
- 35 Be quiet!
- 36 Debussy's "Clair de \_\_\_\_\_"
- 37 Hereditary
- 39 Groups of eight
- 42 Creeping juniper
- 43 Make a mess of
- 47 Letter-perfect house style?
- 48 Upper storeroom
- 49 Dainty restaurant

- 51 Libel or slander someone
- 52 Extort
- 53 Symbols on St. Louis uniforms
- 54 African pygmy antelope
- 55 Copper: Comb. form
- 56 Be nurse to
- 57 Bananas
- 58 Wheel tooth
- 59 Is doomed to eternal cachinnation
- 63 Ma that maas
- 65 U-boat, for short
- 67 Aquarium growth
- 68 Possessive pronoun
- 69 Rare gas
- 71 Holmes's nemesis
- 73 \_\_\_\_\_down (soft plumage)
- 74 In abundance
- 75 Gives a benediction
- 76 I Don't Know's position
- 77 In camouflage
- 78 Cash on hand, e.g.
- 79 Half moon, e.g.
- 80 \_\_\_\_\_ Aires

- 81 Clearly presented and understandable
- 84 Dame Myra or Rudolf
- 85 Prepare to feather
- 88 Deputy: Abbr.
- 91 Sun-baked brick
- 92 Throws in a barrage
- 93 Exuberant cry, especially among children
- 94 Political patronage or baby's mush
- 95 Battle a blackout
- 96 City on the Alabama
- 97 Drover's charge
- 98 Cleared the tape
- 100 Heroic wild dog?
- 104 Kind of tire
- 105 Airplane formation
- 106 Salt containing gold
- 107 Amontillado or fino
- 108 How \_\_\_\_\_ Was Won
- 109 Adjudged

## DOWN

- 1 Pills or some berths
- 2 Warm, hooded jackets
- 3 Statistician's dissertation
- 4 Novelist Hermann
- 5 Conjunctions
- 6 Nautical rope
- 7 Women prison guards
- 8 Stick to it
- 9 End-\_\_\_\_\_ (stretched out)
- 10 "Meet Me \_\_\_\_\_ Louis"
- 11 Crosser of long.
- 12 Like a miniature exhibit
- 13 Headache remedy
- 14 Whence St. Francis
- 15 Lose hair, like a cat
- 16 Criticize severely
- 17 Elicit, as a response
- 18 Indonesian island
- 19 Cafeteria supply
- 24 One of the twelve apostles

- 29 Solidify
- 32 Tongue of fire
- 33 Soul of TV
- 34 Steinem or Swanson
- 37 Adoption by Mr. Brownlow
- 38 Simple rhyme scheme
- 40 Cancer's symbol
- 41 Language spoken in India and Sri Lanka
- 42 Suffixes with gang and road
- 44 Destroys Boulder secretly
- 45 "Morse," in a way
- 46 \_\_\_\_\_ Bounty
- 47 Fluorocarbon spreaders
- 48 Omega's counterpart
- 49 Choir voice
- 50 Taro root
- 51 "What's up, \_\_\_\_\_?"
- 52 Horse's companion
- 53 St. \_\_\_\_\_ (Iroquois tribe)
- 55 Fanatic followings
- 56 Latest behavior
- 60 Alpine river

- 61 Chicago terminal
- 62 Plumbing piece
- 64 Opposite WSW
- 66 Halve an angle
- 70 As well
- 71 Business deg.
- 72 Concerning
- 73 Ladd western
- 74 Shot in the dark
- 76 On \_\_\_\_\_ (doomsday book by Nevil Shute)
- 77 Kingly name in Sweden
- 79 Mid-size plane
- 80 Triple Crown event
- 82 Scant
- 83 Tokyo, formerly
- 84 Greetings
- 86 Treat tap water
- 87 Used woad over eosin
- 88 Copycats
- 89 Miles of movies
- 90 Sam the gumshoe
- 92 Norman Vincent
- 93 Inquirer's word
- 95 Equipment
- 96 Take a slanting or oblique course
- 99 Knight's title
- 101 Guevara
- 102 Youngster
- 103 Partner of cry

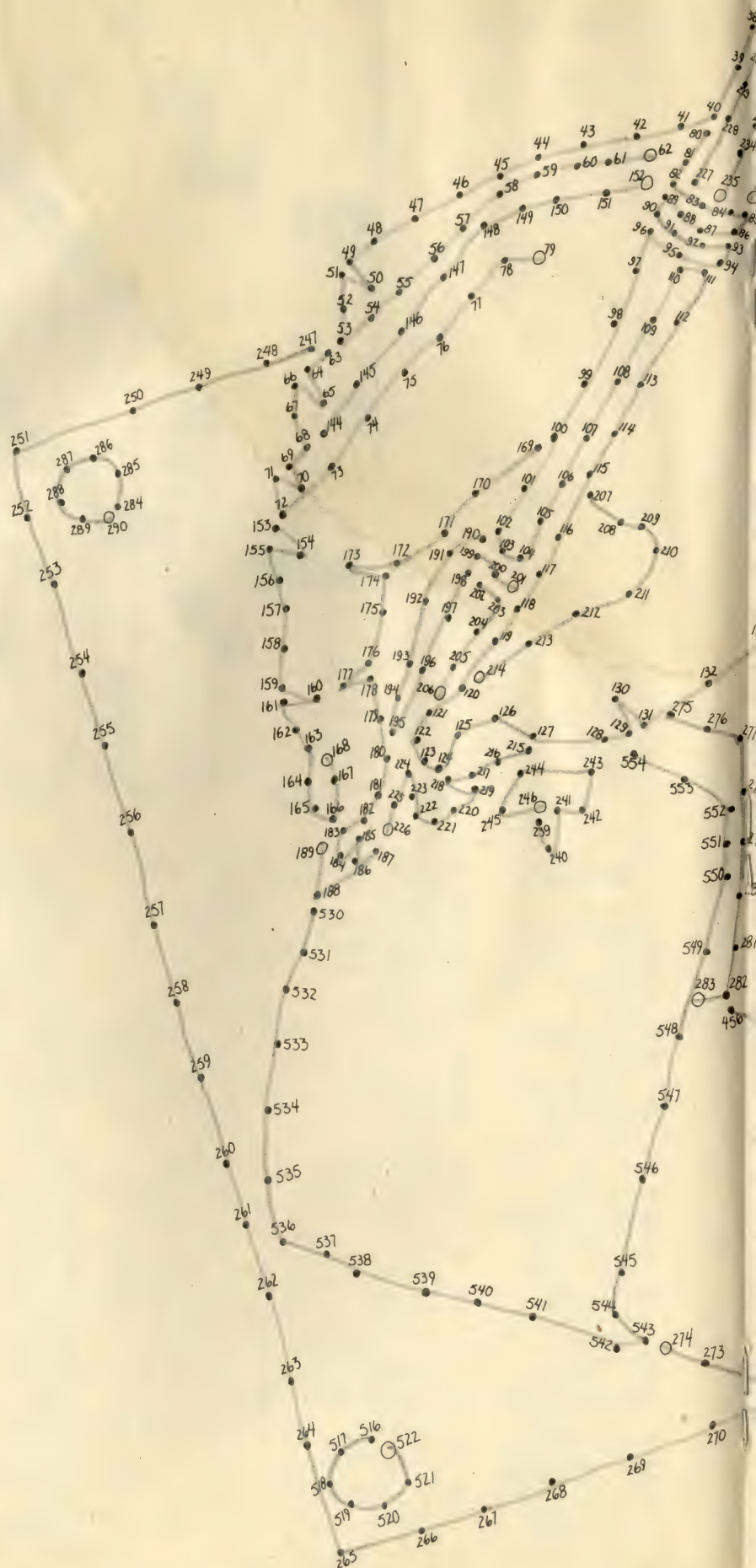


# Consecutive Noncontinuous Connection

Here we have a variation on what in the first issue of GAMES we called a nonperiodic tessellation.\* Once again your task is to connect the numbered dots and reproduce a drawing by M.C. Escher. However, instead of producing a continuous line from number 1 to number 554, you will be drawing several independent lines.

Start at number 1 and draw a continuous line with your pencil until you come to an "open" dot, that is, a circle whose center is not blackened in (the first such circle is number 25). Then lift your pencil, look for the next consecutive number somewhere else in the diagram (in this case number 26), and begin a new line at that point. Continue from there in numerical sequence until you come to the next "open" dot; then jump again, start a new line, and so on. When you reach number 554, you will see clearly what your hand has drawn.

*Answer Drawer, page 62*



\*a careful juxtaposition of nonrepeating elements into a coherent pattern.







# Dszquphsbnt!

by Norma Gleason

Below are eight messages, consisting of pithy sayings, fascinating facts, and an occasional wisecrack, which have been translated into code alphabets. Letter substitutions remain constant throughout any one cipher, but the codes change from one cipher to the next, and the level of difficulty increases as you progress. An asterisk (\*) indicates a proper noun.

Word divisions in ciphers 7 and 8 have been concealed by arbitrarily putting the letters into groups of five—although the letters are still in proper order. Punctuation and asterisks have been omitted in these two ciphers to increase the challenge.

Clues are given in the box at bottom right to provide assistance if you need it.

Answer Drawer, page 61

## 1. A WORD FROM OUR SPONSORS

NLR YEB HJGYCRD GO  
THE BIG PROBLEM OF  
NRCRSEKEGF HJGBJXD  
TELEVISION PROGRAM  
PEJRZNGJK EK LGT NG OEN  
DIRECTORS IS HOW TO FIT  
KRSRFRNR GFR-DEFQNR  
SEVENTEEN ONE MINUTE  
ZGDDRJZEXCK EFNG X  
COMMERCIALS INTO A  
OEONRRF-DEFQNR KLGT.  
FIFTEEN MINUTE SHOW

## 2. DRIVERS, TAKE NOTE

GSV GSIVV NLHG UZNLFH  
SRTSDZBH RM GSV DLIOW  
ZIV GSV KIRNILHV KZGS, GSV  
HGIZRTSG ZMW MZIILD, ZMW  
GSV ILZW GL IFRM.

## 3. THE RUNG WAY

ENKODKPI VQ VJG VQR QH VJG  
NCGFGT KU HKPG WPKVN AQW  
HKPF QWV KV JCU DGGP NGCPKPI  
CICKPUV VJG YTQPI YCNN.

## 4. AS THE WIND BLOWS

YOZXNLO SAGP IHSOK AL WKO  
HW IHDDNMAHG XGP ZXG YO  
OZHGHFAZXD, OTIOKAFOGMOKL  
XKO NLAGF FHPOKG SAGPFADDL  
MH EOGOKXMO ODOZMKAZAMU.

## 5. ROLLING IN THE AISLES

SZ NSE VZATZMZI JSZ \*HEAAI—  
HEQWZ TI JSZ NEHAX'I BEIJ  
ZPFZDITMZ MZSTWAZ SUI DEJ  
VZZD FKISTDO WUHJI TD  
IKFZHBHYZJI HZWZDJAQ.

## 6. TRUE LEARNING

ECBJQZWZPRCA \*H. \*M. \*CVRYLU  
QGC CGRK AQGA LKTJGARZY  
RC OQGA CTUIRILC OQLY  
OQGA QGC HLLY WLGUYA QGC  
HLLY MZUPZAALY.

## 7. PROBLEM SOLVING

GSVNV ZHFIV LUHFX XVHHR  
HMLGD SVGSV IBLFS ZEVZG  
LFTSK ILYOV NGLWV ZODRG  
SYFGD SVGSV IRGHG SVHZN  
VKILY OVNBL FSZWO ZHGBV  
ZIQLS MULHG VIWFO OVH

## 8. ORIENTAL COMPUTER?

KSMUN YNJMP MPHAAH LNJHA  
NLNGI PTPOT BTOMO TJKHK  
CHPMG KTHJP KSMKH YYNAK  
TPGNW WMOSM NBMJN JOKSM  
LHKKH XPMGK THJTP GNWWM  
OMNAK S

### Additional Clues

**General:** Each title provides a clue of sorts. High frequency letters are E, T, O, A, N, I. In one of the first six ciphers, there is an "alphabet-shift" code in which cipher letters and plaintext letters are a uniform number of letters apart, as in the title of this page, which is a one-letter-shift code for the word "Cryptograms." Another one of the first six ciphers uses a "reverse-alphabet" code—that is, plaintext letter A equals cipher letter Z, B equals Y, and so on.

**Cipher 1:** The plaintext words PROBLEM and PROGRAM appear.

**Cipher 2:** THE appears five times in the plaintext.

**Cipher 3:** Plaintext words FINE and FIND appear.

**Cipher 4:** Compare the second and sixteenth words in the cipher to the words in the title. (Further hint: E is the most frequent letter in the plaintext.)

**Cipher 5:** THE appears twice this time.

**Cipher 6:** The doubled letters in the plaintext are N, E, and T. Also, the plaintext word WHAT appears twice.

**Cipher 7:** The word PROBLEM appears twice in this quotation from Eisenhower's Secretary of State.

**Cipher 8:** CALLED appears twice in the plaintext.



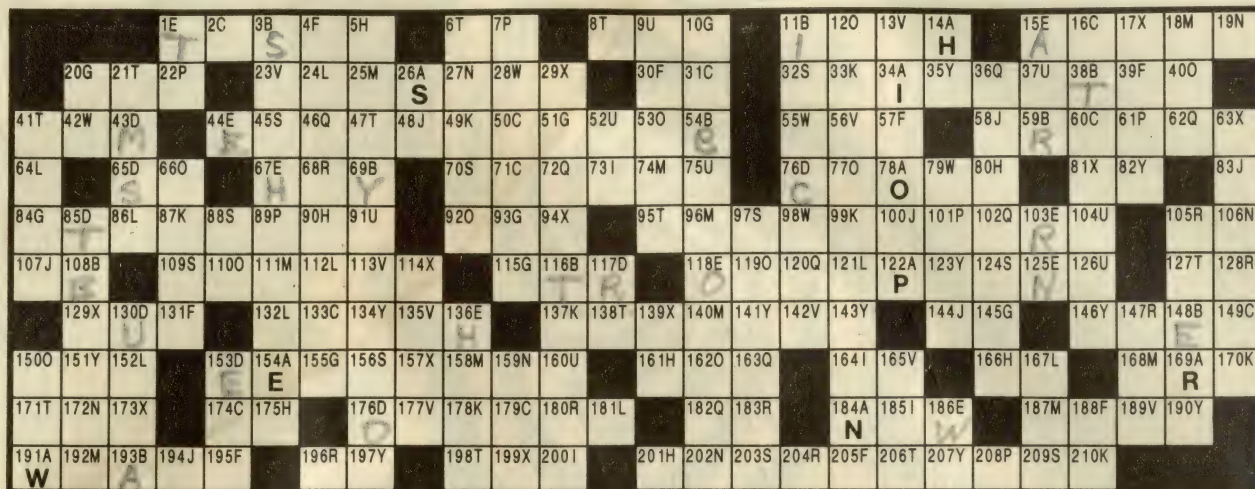
# Double Cross

by Michael Ashley

Guess the words defined below, write them in on the numbered dashes, and then transfer their letters to the correspondingly numbered squares in the puzzle grid. (The letters following the grid numbers refer to the defined words, enabling you to work back and forth between both sections of the puzzle. Black squares in the grid indicate spaces between words.)

When completed, the puzzle grid reveals a quotation. The first letters of the words filled in on the dashes, reading from top to bottom, give the author's first initial and last name and the title of the published work from which the quotation is taken. (In addition to the puzzle quotation, the defined words are listed in the Answer Drawer.)

Answer Drawer, page 61



- A. Possession.....
- B. Women hired to tend children .....
- C. Like the "man" in TV's *Man from Atlantis* .....
- D. Department store clientele .....
- E. Author Nathaniel .....
- F. Swayed; staggered .....
- G. People who think they're experts: Slang .....
- H. Lotion an optometrist might use .....
- I. Word of relief: Slang .....
- J. Fix a ship's hull or some silverware .....
- K. Not subject to death .....
- L. Without worth .....
- M. Able to walk, as a patient .....
- N. Material for a grass shack .....
- O. Bring about; cause .....
- P. Dislike intensely .....
- Q. Notorious .....
- R. Most agile .....
- S. Blocked, like a flooded road .....
- T. Songbird .....
- U. Comedienne Alice .....
- V. Sought out with care; exquisite .....
- W. The \_\_\_\_ day (recently) .....
- X. Compose or arrange .....
- Y. Revelers .....

O	W	N	E	R	S	H	I	P	
78	191	184	154	169	26	14	34	122	
B	A	B	V	S	I	T	E	R	
108	193	54	69	3	11	38	116	148	59
174	50	179	2	149	16	71	31	133	60
C	V	S	T	H	E	R			
76	130	65	85	176	43	153	117		
H	A	W	T	H	O	R	N	E	
136	15	186	1	67	118	103	125	44	
205	188	30	39	57	4	131	195		
115	145	10	155	93	84	20	51		
5	80	90	161	166	175	201			
73	164	185	200						
48	58	83	194	100	144	107			
170	137	210	178	99	33	49	87		
112	24	152	86	64	132	181	121	167	
111	25	168	18	74	96	140	192	158	187
27	106	202	19	159	172				
40	66	119	53	150	77	12	162	92	110
208	61	101	22	7	89				
46	62	120	182	72	102	36	163		
128	68	183	196	180	147	204	105		
124	203	45	209	32	70	88	97	109	156
8	6	47	21	41	127	198	171	138	95
126	160	9	91	52	37	75	104		206
189	113	13	23	165	142	135	56	177	
98	55	42	28	79					
17	29	63	81	94	114	129	139	157	173
35	82	123	134	141	146	151	190	197	207
									143



# The Pinwheel Maze

by Dave Phillips

Starting in any of the four white circles at the center of the pinwheel swirls, visit the other three and return to the first by the shortest route, without using the same path twice.

Answer Drawer, page 62



First published in *Graphic and Op-Art Mazes* (Dover Publications, Inc.), Copyright © 1976 by Dave Phillips.



# RightAngles

by E.R. Galli

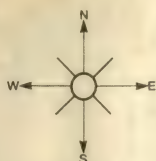
The special twist of RightAngles is the way in which words are entered in the puzzle grid. Each word makes one right-angle turn somewhere along its length. But it's your task to determine where each word makes this turn and in which direction.

As a guide, the *starting* direction of each answer word (i.e., the direction of the word *before* the right-angle turn) is indicated by the letter given after the clue number. Words can go north, south, east, or west to start with. For example, 2E (ALIAS) begins on square 2 by heading east. Of additional help is the fact that each letter in the correctly completed grid appears in exactly *two* answer words, no more, no less.

For RightAngles #1, the actual words to be entered in the grid are listed—except for 11E. That 13-letter word, which traverses the shaded squares, remains to be discovered. (The title is a clue.)

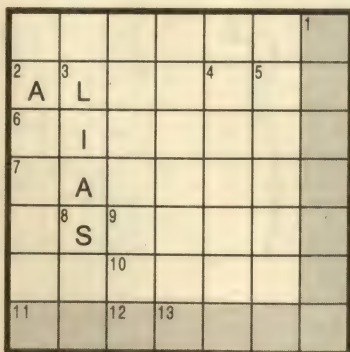
For RightAngles #2, only the definitions of the answer words have been given. The number of letters in each answer word or words is given in parentheses. BOX LUNCH has already been entered, since it makes more than one turn.

Answer Drawer, page 61



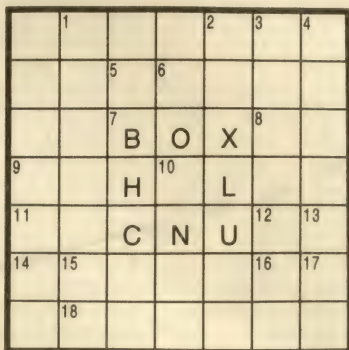
## RightAngles #1—90° in the Shade

- 1W REDID
- 2E ALIAS
- 3N LET
- 4E ABSTAIN
- 5W BADEN
- 6N DATE
- 6E DISMANTLE
- 7E TARANTULA
- 8S SOMALI
- 9N ARSENIDE
- 9E ANTACID
- 10W MOOR
- 11E See instructions
- 12W REPORT
- 13N PANAMAS



## RightAngles #2—Square Meal

- 1S Potato utensil (6)
- 2S She "delivers" eggs (3)
- 3E Kitchen meas. (3)
- 4S Kitchen utensil (7)
- 5N What a soufflé should be (5)
- 6S Bagel accompaniment (3)
- 7E Box lunch
- 7W Lion or donkey, e.g. (5)
- 8E What a diner offers (4)
- 9E Bread spread (4)
- 10S Potatoes \_\_\_\_ (4)
- 11N Entree for a feast (5,3)
- 12N French chef's seafood dumpling (8)
- 13W Seafood delicacy (5)
- 14S Southern dessert, with 16S (5)
- 15W Uncap the jar, in a poet's kitchen (3)
- 16S See 14S (3)
- 17W Salad green, sometimes (7)
- 18E Prepares yams (7)



FOLD THIS PAGE!  
YOU ARE APPROACHING

# THE WORLD'S MOST ORNERY CROSSWORD PUZZLE

The giant puzzle on this and the following pages has two independent sets of clues: "Hard" and "Easy." If you use only the Hard Clues (beginning below and continuing beneath the diagram on the following right-hand page), you'll find this puzzle among the most challenging you've ever done. But there's also a set of Easy Clues (on the following left-hand page) to bail you out with additional information in case you get stuck. Keep the Easy Clues hidden by folding this page on the dashed line and tucking this side under. Then turn the page. To peek or not to peek is up to you.

## Out of This World

by William Lutwiniak

### Hard Clues

#### ACROSS

- 1 Risked, as one's reputation
- 7 Ravine
- 12 Pheasant ragout
- 17 Poles
- 23 Attain recognition
- 24 Smuggled item in old China
- 25 Thai or Tatar
- 26 Absorb, as in thought
- 27 Proof that we are not alone
- 31 Run
- 32 Port south of Foochow
- 33 Type of maid
- 34 April events
- 35 Broke a fast
- 36 Truly
- 37 \_\_\_\_ about
- 38 Autumn beverage
- 39 Digs
- 40 One who does: Suffix
- 41 Strike
- 42 Ante
- 43 African republic
- 44 Break off
- 45 The untouchables, e.g.
- 48 Embrace
- 50 Musical motif
- 51 Kipling character
- 52 Trips to Andromeda
- 61 Lords
- 62 Wellaway!
- 63 Musical marks
- 64 Impetus
- 65 Bewitching hour
- 66 Thee, to Pierre
- 67 Running: Suffix
- 68 Hair line
- 69 Guanaco's kin
- 70 Writer Goodman \_\_\_\_
- 71 Collapses violently
- 73 Architectural drop
- 74 Part of the orchestra
- 75 Give \_\_\_\_ up (help)
- 76 Wind direction
- 77 Caesar's cash
- 78 Inclined
- 79 Betty's cousin, in name only
- 80 Saucers
- 87 German priest and reformer
- 88 Originate
- 89 Actress Massey
- 90 The sea in Irish myth
- 91 Beloved of Rose
- 92 Emit z's
- 93 Analyzes verse
- 94 Monitors
- 99 Turner who rebelled
- 100 Velvet-like fabric
- 101 Golden skates boy
- 102 Scoff at
- 103 O.T. book
- 104 River to Lake Balkhash
- 105 Others, to Ovid
- 106 Airway
- 108 Very funny things
- 109 Whale
- 110 Actual contacts, with 4 DOWN
- 115 Kind of operator
- 116 Vex
- 117 Camel pit stops
- 118 Dipsomaniacs
- 119 Poplar resort?
- 122 Garden bloom
- 124 Sparks from old movies
- 125 English, in a way
- 127 Genus of sea birds
- 128 Is the guest at a necktie party
- 129 Kindling, perhaps
- 132 Write a "Dear John" letter
- 133 Spanish currency: Abbr.
- 136 Teeny, in Dundee
- 137 Sweet: Ital.
- 138 "\_\_\_\_ Dream, Dear"
- 139 Bit
- 140 Theater notices
- 141 Transportation for commuters in the 21st Century?
- 146 Windsor, for one
- 147 Repress
- 148 A use for sandbags
- 149 Life on man!
- 150 Walks
- 151 Place for *les étudiants*
- 152 Certain roles
- 153 With reason



# The Easy Clues for the World's Most Ornery Crossword Puzzle

incorporating anagrams and other wordplay in *italics*. (Don't peek until you read page 37.)

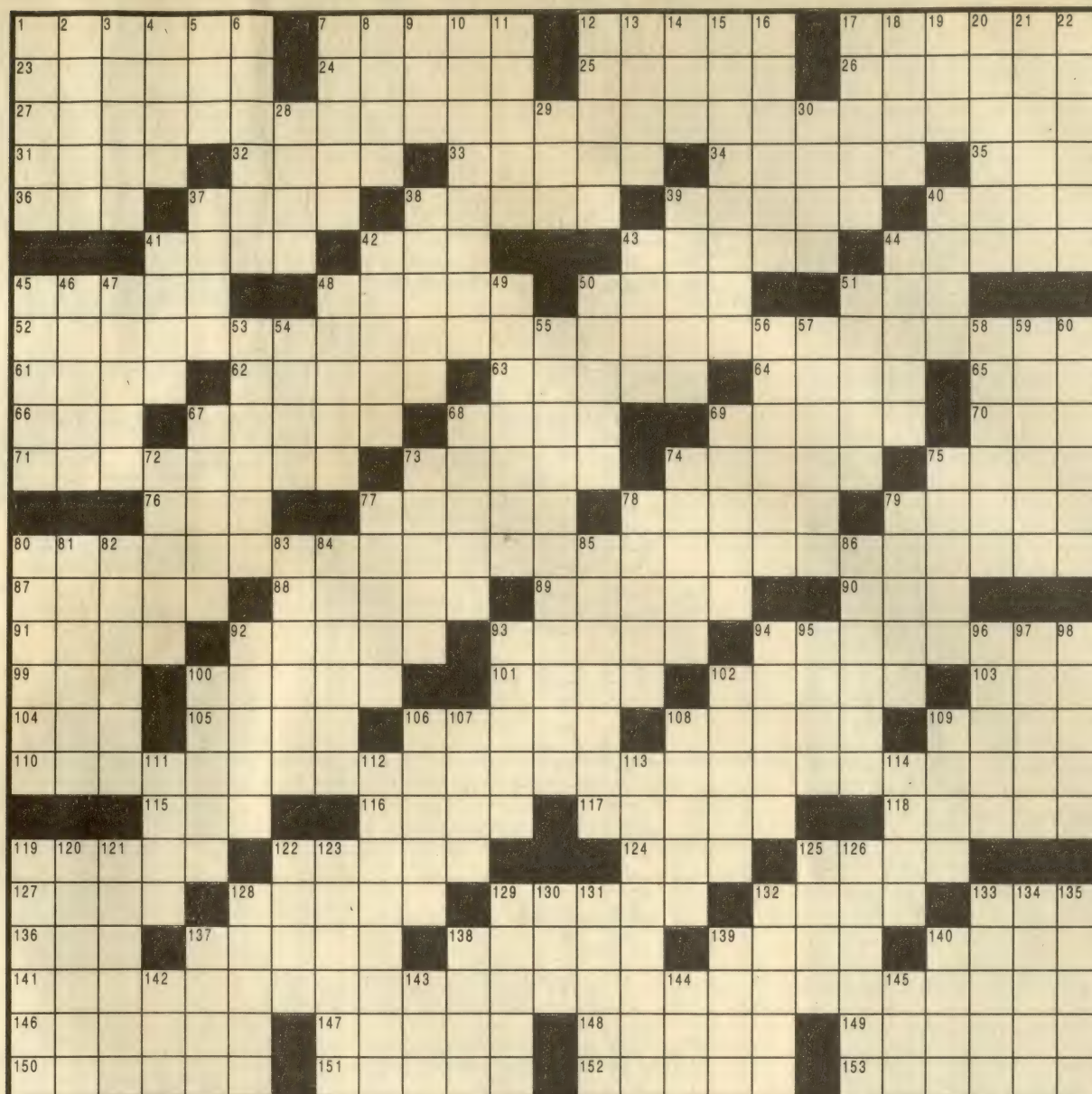
## ACROSS

- 1 Provided financial backing or propped up a plant  
7 \_\_\_\_\_ oneself (eat too much)  
12 Ragout of game (found in the *mails*?)  
17 Faces on Indian poles  
23 Reach a destination  
24 Narcotic from poppies  
25 Kind of flu  
26 Envelop (in a *new rap*?)  
27 Outer space messages: 5 wds.  
31 Run (like backward *Ducs*?)  
32 Port of China (mix the *Mayo*?)  
33 39.37 inches  
34 "When it \_\_\_\_\_ it pours"  
35 Consumed food  
36 Word of assent  
37 \_\_\_\_\_ about (approximately): 2 wds.  
38 Apple juice  
39 Is fond of  
40 Suffix with pun and speed  
41 Plod heavily (around *logs*?)  
42 Prefix's prefix  
43 West African river and country (where the crazy *reign*?)  
44 \_\_\_\_\_ and desist (stop)  
45 Hindu social class  
48 Purse fastener  
50 Musical theme (for an odd *team*?)  
51 Actress Novak  
52 Starship flights beyond the Milky Way: 2 wds.  
61 Gentlemanly titles  
62 Alas and \_\_\_\_\_  
63 Ceases work or relaxes  
64 Whirring sound  
65 Twelve, on a clock  
66 Thee: Fr. (endless *toil*?)
- 67 Ending with hippo, aero, and palin  
68 \_\_\_\_\_ and parcel  
69 Andes animal (returns to a *mall*?)  
70 Highest card  
71 Bursts inward (opposite of explodes)  
73 Architectural drop (*tug at roughly*?)  
74 Musical instrument or woman's name  
75 Shake \_\_\_\_\_ (hurry up): 2 wds.  
76 Opposite of wsw  
77 Roman gold coins (*you are I, in a way*?)  
78 Rested one's weight, as against a wall  
79 Woman's name (makes *Elsie* change?)  
80 Mysterious things aloft (UFOs): 3 wds.  
87 German reformer (and a *goner*?)  
88 Get up  
89 Miss Massey (found in *an oil* mixture?)  
90 Irish sea god (finishes off *trawler*?)  
91 "\_\_\_\_\_ Irish Rose"  
92 Sleep noisily  
93 Looks at broadly, as a book or the horizon  
94 They police students at exams  
99 \_\_\_\_\_ King Cole  
100 Lustrous, smooth fabric (*pen an* upset?)  
101 Conried or Brinker  
102 Scorn or mock  
103 Nehemiah: Abbr.  
104 Palindromic river in the USSR (where the *Iliad* began?)  
105 Others: Latin (do *I ail* miserably?)  
106 TV's "66," for example

## DOWN

- 108 Civil disturbances  
109 Order of whales (*are from Crete*?)  
110 1977 Oscar-winning movie, with 4 DOWN: 6 wds.  
115 \_\_\_\_\_ and eggs  
116 Irritate  
117 Watering holes in the desert  
118 Skid Row types  
119 Ski resort in Colorado  
122 Plant with large showy flowers  
124 New English Dictionary: Abbr.  
125 Rotate, like a top  
127 Bird genus (confuses *Saul*?)  
128 Puts up drapes or pictures  
129 Little branches  
132 Dump a girlfriend or a boyfriend  
133 Parent-Teacher Association: Abbr.  
136 Small: Scot. (it's a small *small*!)  
137 *La \_\_\_\_\_ Vita* (1959 movie)  
138 "If \_\_\_\_\_ hammer \_\_\_\_\_": 3 wds.  
139 Speck, Greek letter  
140 Standing Room Only signs, for short  
141 Mars-to-Earth craft of the future: 2 wds.  
146 Long couch  
147 Squelch or seat oneself upon: 2 wds.  
148 Social affair or embankment  
149 Parasites, collectively (including *Pia* and *Zoe*?)  
150 Tire features, which wear down  
151 School: Fr.  
152 Shows the way  
153 With reason; not crazily
- 1 Impertinent  
2 In a \_\_\_\_\_ (in an instant)  
3 100-eyed guardian of Greek myth (who stirred *sugar*?)  
4 See 110 ACROSS  
5 Zsa Zsa's sister  
6 Part of FDR  
7 Like a lot; Slang: 2 wds.  
8 "Grand Ole \_\_\_\_\_"  
9 \_\_\_\_\_ Grande  
10 Stickiest  
11 Set something deeply into something else  
12 One who says  
13 Hebrew lyre (for which *Rosa* does an about-face?)  
14 \_\_\_\_\_ Yutang (dropped off the end of the *line*?)  
15 *A cappella* song for several voices  
16 Amount consumed (opposite of an outlet?)  
17 13 to 19  
18 Dollar bills  
19 Commercial airline: Abbr.  
20 Book errors (there's a *rat* in the *ERA*!)  
21 Dull surfaces (*tamest*, anyway!)  
22 Orb; globe  
28 Polluted air  
29 Summer: Fr. (a good time to *tee* around?)  
30 Yesterday: Fr. (a time to *hire* badly?)  
37 Genus of olives (in the *aloe* family?)  
38 Fissure  
39 Moves like a lame person  
40 Prefix for half  
41 Steamers: Abbr.  
42 Locate or locale  
43 Nearest; upcoming  
44 On this side: Prefix (*I cart* carelessly?)  
45 Grecean girdles (*cites* incorrectly?)  
46 Popular saying  
47 Word with comic or Sunset
- 48 Seafood, often served on the half shell  
49 Stole (like Blackbeard?)  
50 Seed cover (growing in an upset *state*?)  
51 Buddhist concept (which makes a *mark*?)  
53 "... how does your \_\_\_\_\_ grow?"  
54 Medicinal plant (which is almost *alone*?)  
55 Document for teaching or accounting  
56 Elongated form  
57 Theatric district (*tailor-made*?)  
58 Acid (look in the *box, Alice*!)  
59 Most pleasant  
60 Battles, especially to conquer fortresses, etc.  
67 One who receives a donation  
68 Thick soup  
69 Jungle vine (swings a *naïl* back?)  
72 Rock or building projection  
73 Aspect; semblance (seen in *disguise*!)  
74 Blood vessels  
75 Wide-awake, ready  
77 Flaming  
78 City on the Rhone (*no sly* crookedness there!)  
79 Drive out; expel  
80 Of uranium  
81 Cricket term (seen in a *snob* all right!): 2 wds.  
82 Ab \_\_\_\_\_ (from the start): Latin (*111-ton* jumbles)  
83 Oak bark extract (*Ann* in the *tin*!)  
84 Sarcastic, mocking  
85 South American plainsman (is *all Nero* changed!)  
86 Woman's shirt  
92 Bewitched city in Massachusetts?  
93 Author Nevil \_\_\_\_\_  
94 Schemes or themes
- 95 Author of *Portnoy's Complaint*  
96 \_\_\_\_\_ a million (very rare): 2 wds.  
97 Back: Prefix (*to err*, almost)  
98 Toolhouses  
100 Song of praise (from an *ape*?)  
102 Played the flute  
106 Destroys; historic remains  
107 One and \_\_\_\_\_  
108 American Beauty and floribunda  
109 Where goatees grow  
111 Mets' ballpark  
112 Of mountain forming (*go nice* or badly!)  
113 Spiced drink, akin to sangria  
114 Tease (like a partial *nitwit*?)  
119 Help out  
120 Antislavery Senator Charles \_\_\_\_\_  
121 Missouri River feeder (makes a *plate* with *tea*!)  
122 \_\_\_\_\_ Mall (sounds like Paul belongs there!)  
123 Put in a box  
125 Building location  
126 Dishes  
128 Comedian Bob and family  
129 Chief of a clan (*then* a disaster?)  
130 World \_\_\_\_\_ II  
131 Pastoral poem (a *dilly*!)  
132 One-liners, gags  
133 Award  
134 *Fiddler on the Roof* role (fix the *ol' pot*?)  
135 Test, as a mineral  
137 \_\_\_\_\_ Scott case (sounds like fear)  
138 Suffix for alcohols (*toil* badly)  
139 Frosted the cake  
140 Bone at the front of the leg, tibia  
142 Estimated Time of Arrival: Abbr.  
143 European Theater of Operations: Abbr.  
144 Eggs (seen in a *nova*?)  
145 Health resort





Answer Drawer, page 62

## Hard Clues (cont.)

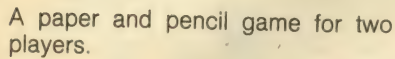
### DOWN

- |                                     |                                   |                                  |                                  |                               |                                 |
|-------------------------------------|-----------------------------------|----------------------------------|----------------------------------|-------------------------------|---------------------------------|
| 1 Prone to give lip                 | 19 Airline                        | 48 Silent ones                   | 79 Bounce                        | 102 Accompanied on            | 128 Wishes                      |
| 2 Second                            | 20 Typos                          | 49 Plagiarized                   | 80 Astronomical                  | "Yankee Doodle                | 129 Macbeth, e.g.               |
| 3 Hermes charmed him to sleep       | 21 Unfinished copper products     | 50 Seed's coat                   | 81 Unfair bowl in cricket        | Dandy"                        | 130 Tedious card game           |
| 4 See 110 ACROSS                    | 22 Province                       | 51 Guru's destiny                | 82 Ab _____ (from the beginning) | 106 Tourist attractions       | 131 Eclogue                     |
| 5 Stowe character                   | 28 Haze                           | 53 Eden                          | 83 Leather-making must           | 107 Sole                      | 132 Waggeries                   |
| 6 Presidential middle name          | 29 It precedes <i>automne</i>     | 54 Yucca's cousin                | 84 Like an unexpected result     | 108 Other garden blooms       | 133 Booby, for one              |
| 7 Enjoy very much                   | 30 It precedes <i>aujourd'hui</i> | 55 It gets a gold star           | 85 South American herdsman       | 109 Double feature, sometimes | 134 Tevya's friend              |
| 8 What Sills trills in the hills?   | 37 Olive genus                    | 56 Like most rubber bands        | 86 Middy                         | 111 Queens stadium            | 135 Endeavor                    |
| 9 Juan's river                      | 38 Witty remark                   | 57 Exchange                      | 92 Capital on the Willamette     | 112 Of mountain making        | 137 _____ Scott                 |
| 10 Most viscid                      | 39 Hirples                        | 58 Wood sorrel acid              | 93 Author of <i>On the Beach</i> | 113 Tropical wine drink       | 138 Polyhydroxy alcohol: Suffix |
| 11 Set into                         | 40 Interstate hauler              | 59 Best                          | 94 Intrigues                     | 114 Gibe at                   | 139 Glacé                       |
| 12 Word with sooth and nay          | 41 Ocean liners: Abbr.            | 60 Alamo and others              | 95 U.S. writer                   | 119 Basketball setup          | 140 Part of the leg             |
| 13 10-stringed lyre                 | 42 Kind of kick or mat            | 67 Heritor                       | 96 _____ a million               | 120 Nobel chemist, 1946       | 142 German writer Hoffmann      |
| 14 Former Chinese leader _____ Piao | 43 Word at the doctor's office    | 68 Soup                          | 97 Kind of rocket                | 121 River of Nebraska         | 143 SHAF arena                  |
| 15 Amorous lyric                    | 44 On this side: Prefix           | 69 Climbing plant                | 98 Molts                         | 122 Make weary                | 144 Reproductive cells          |
| 16 Consumption                      | 45 Classical girdles              | 70 Projection                    | 100 Victors' song                | 123 Surround                  | 145 Vacation site               |
| 17 Carefree years                   | 46 Apothegm                       | 71 Likeness                      |                                  | 125 Position                  |                                 |
| 18 Snake-eyes                       | 47 Comic feature                  | 72 Found in leaves and goldmines |                                  | 126 China, sometimes          |                                 |
|                                     |                                   | 73 Prepared                      |                                  |                               |                                 |
|                                     |                                   | 77 Greatly excited               |                                  |                               |                                 |
|                                     |                                   | 78 French city famed for silk    |                                  |                               |                                 |



## by Alan M. Newman

by Alan M. Newman



**Object:** To be moving at the highest speed at the end of the game, by out-guessing your opponent.

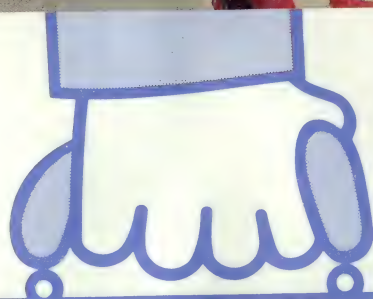
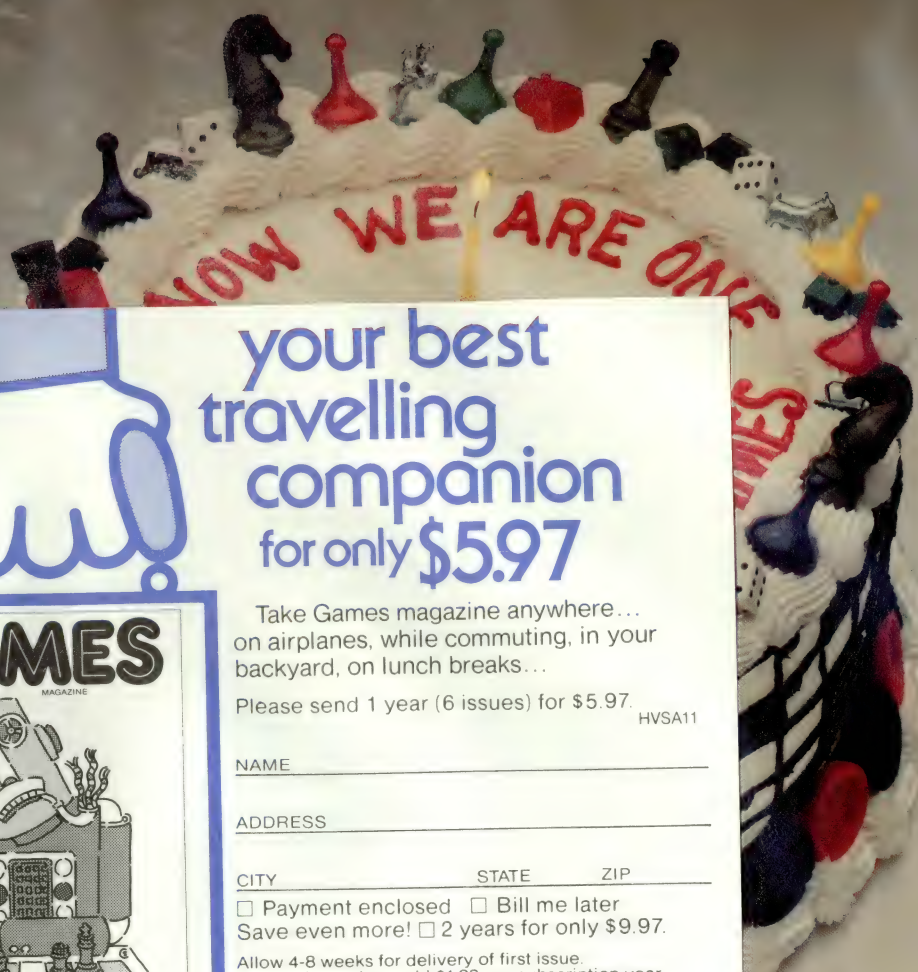
Next, it is the other player's turn to mark one of his circles in secret, and the first player's turn to guess which one was marked. Play alternates in this fashion throughout the game. On the second round, circles in the second row are marked, and so on until the last row has been completed.

When in first gear, cars accelerate by darkening 1 square at a time.  
When in second gear, 2 squares at a time.  
When in third gear, 3 squares at a time.  
When in fourth gear, 4 squares at a time.  
Each square moved represents an increase of 5 miles per hour.

**Winning:** The player with the highest final speed (most squares darkened) at the end of the race is the winner.

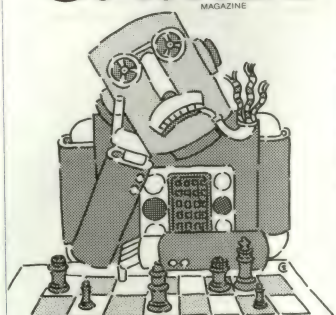
Copyright © 1974 by Alan M. Newman.





## GAMES

MAGAZINE



your best  
travelling  
companion  
for only \$5.97

Take Games magazine anywhere...  
on airplanes, while commuting, in your  
backyard, on lunch breaks...

Please send 1 year (6 issues) for \$5.97.

HVSA11

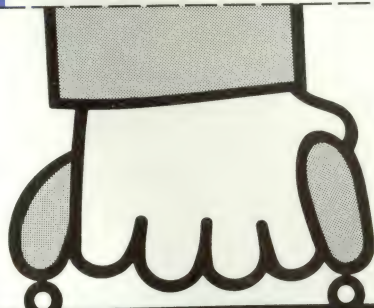
NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

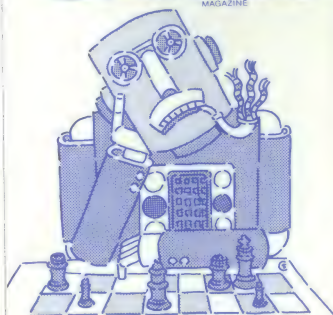
☐ Payment enclosed ☐ Bill me later  
Save even more! ☐ 2 years for only \$9.97.

Allow 4-8 weeks for delivery of first issue.  
For foreign orders, add \$1.00 per subscription year.



## GAMES

MAGAZINE



your best  
travelling  
companion  
for only \$5.97

Take Games magazine anywhere...  
on airplanes, while commuting, in your  
backyard, on lunch breaks...

Please send 1 year (6 issues) for \$5.97.

HVSA29

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

☐ Payment enclosed ☐ Bill me later  
Save even more! ☐ 2 years for only \$9.97.

Allow 4-8 weeks for delivery of first issue.  
For foreign orders, add \$1.00 per subscription year. 40A

## Good Will

story's chances of surviving in one  
d.

is page and the story-in-progress as  
to provide copies for each of your  
u may want to photocopy the story  
it, and send a different—custom-tai-  
ch friend.)

ory to another person, don't *expect*  
om subsequent participants, or from  
however, if the tenth person sends  
ry back to the ninth, who sends it  
on, so everyone can enjoy the fruits

erson along the line seek out new  
ulating the story to earlier contrib-  
say that the story *has to* end with  
with the sentence we've provided.  
ho ends the story, be sure to send it  
Avenue, New York, N.Y. 10022.

**for further developments.** It  
s before we start receiving finished  
when or in what form we'll publish

dress, and the date, too. Actually your contribution needn't  
be in the form of a sentence at all, but could be of any length  
and could include illustrations, soil samples, or whatever you  
please. Attach additional sheets as necessary.

**3. Send a copy to a friend.** Select one, two, or as many  
as ten friends who you imagine would enjoy contributing the  
next passage in your story. It's up to them to select the people  
for the following leg, and so on. The more people you seek

them. Let's say, for practical purposes, that there's no real  
deadline, but do try to keep things moving. We figure that if  
each person takes a week or less, we should begin to have  
some results by Christmas, and we'll make some kind of re-  
port in the spring. Although we'd prefer not to consider this a  
contest, strictly speaking, surprise prizes will be awarded to  
the contributors of any story we publish in GAMES. All sub-  
missions become the exclusive property of GAMES magazine.

(continued on next page)



# Drag Race

by Alan M. Newman

A paper and pencil game for two players.

**Equipment:** One gamesheet and one pencil.

**Object:** To be moving at the highest speed at the end of the game, by out-guessing your opponent.

**Play:** Each player chooses one of the cars on the gamesheet. Either player may go first. Keeping the gamesheet out of his opponent's view, the first player marks the top half of one circle (A, B, or C) in the first horizontal row under his car. His opponent then guesses which letter was chosen. (You can use the bottom halves of the circles to keep a record of guesses, for future strategy.) If the opponent's guess is wrong, the first player darkens the top square on his side of the speedometer. If the opponent's guess is right, the first player does not darken any squares.

Next, it is the other player's turn to mark one of his circles in secret, and the first player's turn to guess which one was marked. Play alternates in this fashion throughout the game. On the second round, circles in the second row are marked, and so on until the last row has been completed.

## Advancing:

When in first gear, cars accelerate by darkening 1 square at a time.  
When in second gear, 2 squares at a time.  
When in third gear, 3 squares at a time.  
When in fourth gear, 4 squares at a time.  
Each square moved represents an increase of 5 miles per hour.

**Winning:** The player with the highest final speed (most squares darkened) at the end of the race is the winner.

Copyright © 1974 by Alan M. Newman.

## BUSINESS REPLY MAIL

No postage stamp necessary if mailed in the United States

Postage will be paid by

# GAMES

P.O. BOX 10147  
DES MOINES, IOWA 50349

FIRST CLASS  
PERMIT NO. 6484  
DES MOINES, IOWA

## BUSINESS REPLY MAIL

No postage stamp necessary if mailed in the United States

Postage will be paid by

# GAMES

P.O. BOX 10147  
DES MOINES, IOWA 50349

FIRST CLASS  
PERMIT NO. 6484  
DES MOINES, IOWA

40B

○ ○ ○	<input type="checkbox"/>	<input type="checkbox"/> 200	○ ○ ○
Final speed	MPH		
			MPH Final speed





## An Experiment in Creativity and Good Will

**W**e were wondering how we might celebrate our first birthday. Wouldn't it be interesting, we mused, to bring together as many people as possible (without anyone having to leave home!) for a gala, remote-control "bring-your-own" party?

The vehicle for our long-distance get-together is a simple story for all to share in. At the top of the next page, we've written the first sentence of the story, and we'd like to invite you to add a second sentence and then pass it on to friends or relatives with a request to write a third sentence, and so on. Frankly, we have no idea how this will go. There are certainly no "right" or "wrong" answers. And there is no call to be highfalutin, literary, nor even grammatical about it, but just to contribute something and keep the ball rolling. The person who provides the tenth and final passage will try to tie up all the loose ends, bringing the story to a fitting (or an unfitting) conclusion, and then send it back to us at GAMES.

### Suggested Guidelines

- 1. Do your own thing.** In the spirit of the experiment, we hope everyone will feel free to play it by ear at all times. This rule supersedes all others.
- 2. Add a sentence to the story.** Add your name, address, and the date, too. Actually your contribution needn't be in the form of a sentence at all, but could be of any length and could include illustrations, soil samples, or whatever you please. Attach additional sheets as necessary.
- 3. Send a copy to a friend.** Select one, two, or as many as ten friends who you imagine would enjoy contributing the next passage in your story. It's up to them to select the people for the following leg, and so on. The more people you seek

out, the better are your story's chances of surviving in one form or another to the end.

You may photocopy this page and the story-in-progress as many times as necessary to provide copies for each of your chosen successors. (Or you may want to photocopy the story sheet *before* you write on it, and send a different—custom-tailored?—continuation to each friend.)

Once you send your story to another person, don't *expect* to get it back, or to hear from subsequent participants, or from GAMES. It would be nice, however, if the tenth person sends a copy of the finished story back to the ninth, who sends it back to the eighth, and so on, so everyone can enjoy the fruits of their labors.

We suggest that each person along the line seek out new people, rather than recirculating the story to earlier contributors. There's nothing to say that the story *has to* end with the tenth person, or begin with the sentence we've provided. But if you are the person who ends the story, be sure to send it to GAMES, 515 Madison Avenue, New York, N.Y. 10022.

- 4. Watch GAMES for further developments.** It will probably take months before we start receiving finished stories, so we don't know when or in what form we'll publish them. Let's say, for practical purposes, that there's no real deadline, but do try to keep things moving. We figure that if each person takes a week or less, we should begin to have some results by Christmas, and we'll make some kind of report in the spring. Although we'd prefer not to consider this a contest, strictly speaking, surprise prizes will be awarded to the contributors of any story we publish in GAMES. All submissions become the exclusive property of GAMES magazine.

(continued on next page)



# Remote-Control Party Continued from Previous Page.

1. The cow, having successfully cleared the moon on her first jump, was now plummeting back toward earth.

2.

Name

Address

Date

3.

Name

Address

Date

4.

Name

Address

Date

5.

Name

Address

Date

6.

Name

Address

Date

7.

Name

Address

Date

8.

Name

Address

Date

9.

Name

Address

Date

10.

Name

Address

Date



# Have fun...

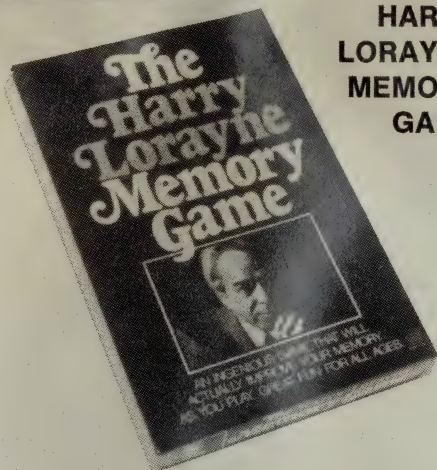
while you sharpen your understanding of yourself and others with

# GAMES

available from PSYCHOLOGY TODAY.

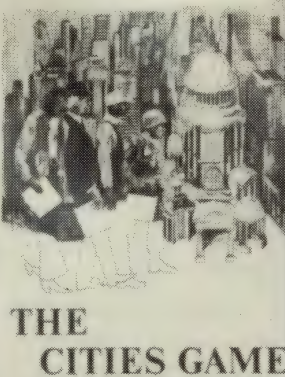
**NEW!**

THE  
HARRY  
LORAYNE  
MEMORY  
GAME



This fascinating game was devised by Harry Lorayne, the world renowned author and memory training specialist. It's a game that's fun to play, competitive, and one that will introduce you to some of Mr. Lorayne's fantastic memory-training systems. By learning to use his LINK and PEG system you may find that you too can be a memory whiz . . . which can prove to be a fantastic help in remembering so many things that are important in your everyday life—like business and social appointments, names and faces of people you meet, things to do, shopping lists, classroom studies, and just about anything where remembering is necessary.

Harry Lorayne's Memory Game can be played by any number of people — by children as well as adults. In it he'll show you how to apply parts of his systems and, after all the fun is done, you'll be amazed at how good your memory is! **\$10.75**



**THE CITIES GAME** — Why are the cities falling apart? Why is transportation so bad? Why is the air almost unbreathable and the streets littered with refuse? What can be done about it? *The Cities Game* gives you an insight into the reasons for urban collapse, and the ways effective corrective action can be taken. What are the political pitfalls? Can you play a dirty game and still win idealistic victories? Play *The Cities Game* and find out. **\$7.75.**

**COMPATIBILITY** — Do you know what your husband or wife, boyfriend or girlfriend really think about credit cards, job discrimination, raising children, national issues and housework or do you just think you do? *Compatibility* is a collection of real situations for couples to respond to simultaneously and at the same time predict the response of their partners. You might be in for a few surprises! You're sure to find out the answers to some of those questions you've never asked and probably a few you haven't even thought of. **\$9.75.**

**BODY TALK** — When two people communicate, 93% of the total impact is transmitted in a nonverbal way, and only 7% by the words that are used! And yet most of us have been educated to rely on words for communication. *Body Talk* opens up an entirely new world of communication as it makes you aware of the ways in which your body telegraphs emotions. Love, Admiration, Joy, Loneliness, Hate, Anger, Frustration—the players must express them all *without using words*. **\$6.75**

Order individually, or purchase all 4 games for only \$29.95 and save \$5.05 from the regular total price of \$35. Prices include postage and handling charges.



CHARGE YOUR ORDER TO YOUR  
AMERICAN EXPRESS, VISA, MASTER CHARGE  
OR DINERS CLUB ACCOUNT.

PSYCHOLOGY TODAY, Dept. Z1080,

P.O. Box 278, Pratt Station, Brooklyn, N.Y. 11205

Please send the following games in the quantities indicated:

\_\_\_\_\_ Memory Game @ \$10.75 each (outside U.S.A. \$12.00)—#70035.

\_\_\_\_\_ Body Talk @ \$6.75 each (outside U.S.A. \$8.00)—#70032.

\_\_\_\_\_ The Cities Game @ \$7.75 each (outside U.S.A. \$9.00)—#70034.

\_\_\_\_\_ Compatibility @ \$9.75 (outside U.S.A. \$11.00)—#70033.

\_\_\_\_\_ Set(s) of all four games @ \$29.95 per set (outside U.S.A. \$35)—  
#70032, #70033, #70034, #70035.

☐ ENCLOSED IS \$ \_\_\_\_\_\*

☐ CHARGE: ☐ American Express ☐ Master Charge  
☐ Visa ☐ Diners Club

Account # \_\_\_\_\_ Exp. Date \_\_\_\_\_

Master Charge Interbank # \_\_\_\_\_ (4 #'s over your name)

Signature \_\_\_\_\_

Print Name \_\_\_\_\_

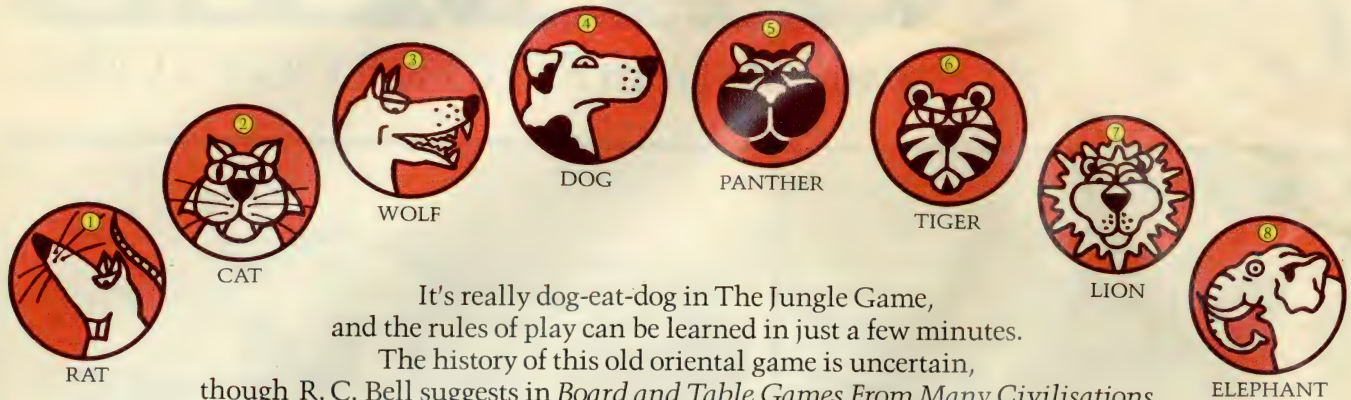
Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

\*Residents of CA, CO, DC, FL, IL, MI, MO, NY STATE, and VT add applicable sales tax.



# The Jungle Game



It's really dog-eat-dog in The Jungle Game, and the rules of play can be learned in just a few minutes.

The history of this old oriental game is uncertain, though R. C. Bell suggests in *Board and Table Games From Many Civilisations* that it may be a simplified offshoot of Chinese Chess. Each of two players controls a set of pieces (see circular images on this page) representing animals. To begin the game, players arrange their pieces on the board squares (opposite page) with matching pictures—red pieces on one side, blue on the other—and they decide in any convenient fashion who will move first.

## OBJECT

The first player to move an animal into the opponent's den is the winner.

## MOVEMENT

1. Players take turns moving one of their own pieces one square in any direction except diagonally.
2. No piece except the Rat may move onto any of the twelve blue "water" squares.
3. Lions and Tigers adjacent to any water square may use a turn to jump over the water in a horizontal or vertical direction, landing on the first square on the other side. They may not, however, jump over a water square occupied by a Rat.
4. No piece may enter the den on its own side of the board.
5. No piece may move into a square occupied by another piece, except to make a capture (see below).

## CAPTURE

6. An animal may "eat" (capture) an opponent's animal of equal or lower value, as indicated by the number printed on each piece, by moving on top of it. A captured animal is immediately and permanently removed from play.

diately and permanently removed from play.

7. As an exception to Rule 6, a Rat may capture an Elephant. This rule apparently reflects the myth that a rat will run up an elephant's trunk and gnaw its brain. A Rat may not, however, capture an Elephant while moving out of the water. Though not specified in known versions of the rules, it seems reasonable to assume that, conversely, an Elephant may not capture a Rat.

8. Lions and Tigers may make captures on jumping moves.
9. Since no other animals may enter the water, a Rat in the water can only be captured by the other Rat.

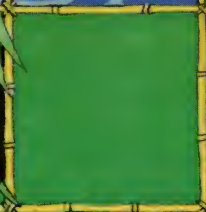
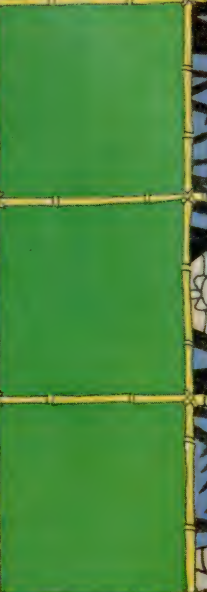
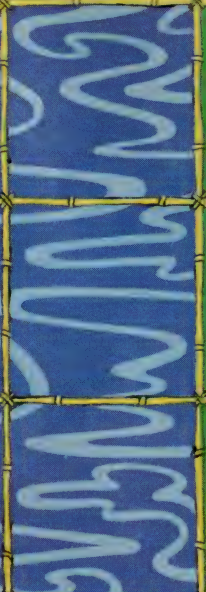
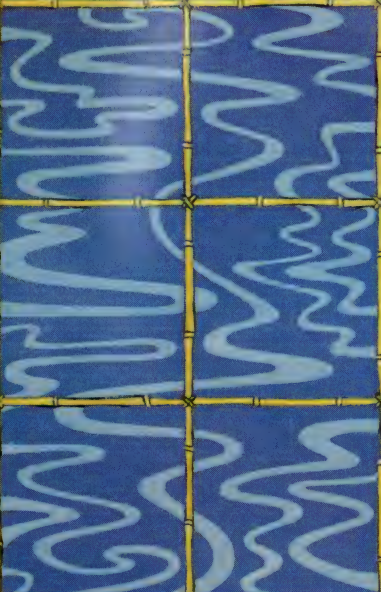
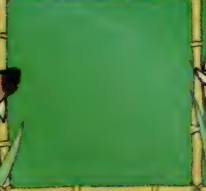
10. Animals of all types have their values reduced to zero while stationed on an opponent's trap. Thus an animal making a capture *into* an opponent's trap does so at full value but may then be captured by *any* opposing piece however low in rank. An animal stationed on any of its own traps has full value.

11. *Optional* (to avoid repetitious situations that might otherwise benefit a player who is about to lose): A player may not move an animal adjacent to an opponent's trap if the resulting board position has occurred previously during the game.

—R.W.S. □









## Lone Pine, Proving Ground of Champions

**T**he future of chess is in its youth. And never before in the history of U.S. and British chess has that future seemed more promising.

Former world champion Tigran Petrosian of the Soviet Union found that out earlier this year when he took on thirty of England's best young players in a simultaneous exhibition. Petrosian won only ten games, while losing nine and drawing eleven. For a top grandmaster, this result amounted to a debacle that would have been inconceivable six or seven years ago, and it is a direct measure of the skill and competitiveness of the current crop of players.

An equally sharp rise in the capabilities of young players has occurred in the United States. Whereas in 1972 there was not a single American master under the age of sixteen, by the end of 1977 there were four. During the same interval, the total number of masters below the age of twenty-one rose significantly from thirteen to twenty-two.

A crucial factor in the rapid and continuing development of young chess players has been the increased frequency of top quality "open" tournaments, where juniors are able to test and improve their skills against top masters who have been attracted by the relatively large money prizes. The undisputed king of such events is the annual Louis Statham Masters Plus Tournament, held for the eighth time this past April at Lone Pine, California. Conceived and organized by *Los Angeles Times* chess col-

umnist grandmaster Isaac Kashdan, and generously subsidized by Statham, a millionaire chess aficionado, Lone Pine is on its way to becoming the premier annual international tournament of chess.

This past April, Lone Pine's \$36,000 in cash prizes lured such chess stars as Petrosian, perennial world championship candidates Lev Polugaevsky (U.S.S.R.), Bent Larsen (Denmark), and Lajos Portisch (Hungary), eighteen other grandmasters, and thirteen international masters.

After nine rounds, Danish grandmaster Bent Larsen, a superbly practical tournament player, emerged as winner of this star-studded event. So delighted was he with his victory and the \$12,000 accompanying it that he "was reportedly seen dancing through the street of Lone Pine (there's only one)," according to British grandmaster Anthony Miles, another tournament participant.

Because Lone Pine allows younger players to meet seasoned professionals of top rank, it is a virtual chess alchemist's dream. Here, year after year, talented but inexperienced youths are being turned into the chess stars of tomorrow.

The standout performer among the younger players at this year's event was a twenty-seven-year-old national master from Los Angeles, Jack Peters, a former M.I.T. student who, seized with an uncommon passion for the game, swapped his studies for a chess career.

At Lone Pine, Peters surprisingly took four out of five points from his grand-

master opponents! Among his victims was three-time U.S. champion Walter Browne, whom Peters outplayed in the opening phase of their encounter and then devastated with a complex sacrificial attack for the win. With impressive ease, he also drew against Petrosian and Portisch, both currently among the top ten players in the world, to gain a tie for third in the sixty-eight player field.

Obviously impressed by Peters was Isaac Kashdan, who prophesies: "In two or three years Peters may become the number one U.S. player. He definitely has the talent and the discipline." Halfway around the world, second place finisher Lev Polugaevsky echoed Kashdan's sentiments. Writing in the Soviet weekly chess newspaper 64, he called Peters the "discovery" of the tournament, "a versatile player, undaunted by big names. . . I think," Polugaevsky concluded, "that one will have to earnestly reckon with Jack Peters in the near future."

However these predictions turn out, Lone Pine has made all the difference in Peters' chess career. Already he has received invitations to play in several international tournaments outside the United States. And other players, some ten years younger than he, have reaped benefits from their Lone Pine experiences. In future years, some of them will no doubt post their own spectacular performances. □

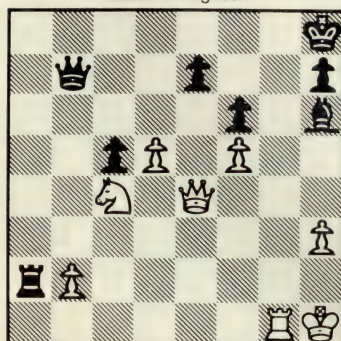
*Chess master Shelby Lyman was "chesscaster" of the historic public television coverage of the Fischer-Spassky match and is a syndicated columnist.*

Answer Drawer, page 64

### PROBLEMS: Match wits with the masters from Lone Pine 1978

**EASY:** Youngsworth-Erlingsson

**Black:** Erlingsson



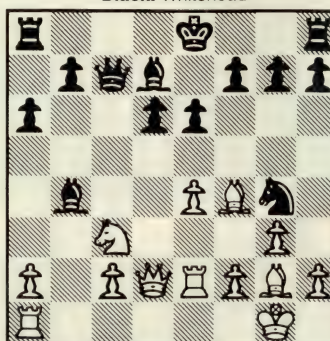
**White:** Youngsworth

**A.** White to move and win material.

Hint: Black's most central pawn is limited by its role of blocking out White's queen.

**MEDIUM:** Balinas-Whitehead

**Black:** Whitehead



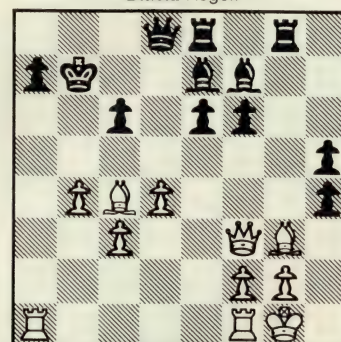
**White:** Balinas

**B.** White to move and rescue his pinned knight.

Hint: Black's pin of White's knight is really a two-edged sword.

**HARD:** Larsen-Rogoff

**Black:** Rogoff



**White:** Larsen

**C.** White to move and mate in four.

Hint: A sacrifice removes the last obstacles to the Black king.



Jumping Jubilee, continued from page 17.

much the same jumping ability." In this, modern social scientists may take comfort.

But what causes an otherwise lively frog to freeze on the launching pad (see box), take three desultory skips, or describe a disastrous semicircle around the stage? Probably the same thing that turns a run-of-the-mill amphibian into a champ.

*"Is it possible," said Jubilee official Gary Blake, "that a sporting publication like GAMES is without an entry in the Media Frog Jump?"*

*It was possible, but not for long. "Tell you what I'm going to do," said Blake. "For two dollars—the price of an entry blank—I will give you the terrific jumper I have in my box."*

*And to tell you the truth, "21 Across" looked like a winner. He had thick, muscular legs. He had bright, intelligent eyes. During a practice jump, he nearly flagged down a passing Cessna.*

*Perhaps he was overtrained. Perhaps, as the sole representative of New York City, he was nervous. Whatever the reason, he merely crouched on the starting pad, entranced.*

*"Jump!" yelled your reporter, mortified by the giggles from the audience. And so he did—straight up, and back down onto my hand.*

*"Disqualified!" shouted a judge, as "21" promptly took off toward San Francisco. Maybe he was looking for Blake: funny about that, for I haven't seen Gary since. —A.M.*

Whatever it is, Bruce Hamilton is not complaining. On the third day of this year's competition (after the Kiddies' Jump, Media Jump, Governor's Jump, and International Jump, among others, had been completed) his frog "Last Chance" (so named because it was the last of his ten frogs entered in the preliminaries) barely qualified for the Senior Finals with a good-but-not-great jump of sixteen feet two inches. Then, jumping third in the finals, Last Chance managed a leap of eighteen feet eleven inches. None of the forty-eight subsequent finalists could better that mark, so the twenty-four-year-old Sacramento carpenter took home the 1978 crown and three hundred dollars.

Drenched with champagne (well, it was really Coors beer) by his friends, Hamilton, who wears a silver frog earring in his left ear, was asked the secret of his success. "The frog god was looking after me," he replied.

It was a leap of faith indeed. ☐

*Andy Meisler is an associate editor of New West Magazine. For the past four years he has shared a house with a herpetologist.*

# NEW...

## THE WINE CHILLER

Cools your wine in just 10 minutes...



...And keeps your wine cool for 3 hours!

### Handsome Elegant Design

The Elegant Wine Chiller will compliment your fine dining room service well. It is available in three distinctive colors: Burgandy with gold trim; Black with gold trim; and Wedgewood Blue with silver trim.

### Patented Inner Liners

Three patented component inner liners contain a safe, non toxic refrigerant which is permanently sealed inside. You simply freeze the liners in your home freezer, and they will then chill a bottle of

wine to exactly the right temperature in just 10 minutes. Your wine will keep its temperature for peak flavor and bouquet for three hours.

**Makes a perfect gift, too.**

**\$19.95 ea.** Plus \$2 for shipping and handling.

### Satisfaction Guarantee

You must be satisfied with your Wine Chiller, or simply return it within 15 days to Essence Marketplace for a prompt and complete refund of your purchase price.

Copyright © 1977 The Jaymar Co

\_\_\_\_ Yes, please send \_\_\_\_ Wine Chiller(s) at \$19.95 ea. plus \$2 ea. for shipping and handling. I may return within 15 days if I am not completely satisfied. Color \_\_\_\_\_

\_\_\_\_ My check is enclosed. (N.Y. residents add 5% sales tax.)

\_\_\_\_ Charge my credit card No. \_\_\_\_\_

\_\_\_\_ VISA/B.A.C. \_\_\_\_ M.C. Exp. Date \_\_\_\_\_

Signature \_\_\_\_\_

Name \_\_\_\_\_

Street \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_

Zip \_\_\_\_\_


Order Toll Free 800-243-5676 — 24 Hours per Day — 7 Days per Week

(Connecticut Residents Call 1-800-882-5577.)

Send to: THE PLEASANTVILLE PLAN, Dept. GA-1

62 Eastview Ave., Pleasantville, N.Y. 10570





# The Amazing Bridge Exploits of Captain Diggery Piper

by Terry Quinn

**NORTH** (Witherspoon)

♠ A Q 5  
♥ K 7 5  
♦ A J 10 8  
♣ A 7 2

**EAST** (McGonigle)

♠ K 8 4  
♥ A 10 9 2  
♦ —  
♣ K Q 10 9 6 4

**SOUTH** (Quinn)

♠ J 10 9 7 6  
♥ Q 6  
♦ Q 9 7 4 3  
♣ 8

N/S vulnerable. Diamond two led.

EAST	SOUTH	WEST	NORTH
1♦(?)	Pass	1♥	Dbl.
3♥	Pass	Pass	Dbl.
Pass	4♣	(All Pass)	

## EPISODE V: In Which Miss Sally Unveils "The McGonigle Coup"

Much to the dismay of established Congressional Club members (and I certainly count myself among that number), the chance pairing of Captain Diggery Piper and Sally McGonigle soon blossomed into a redoubtable partnership. In the months to come, Sally and the Captain were destined to run roughshod over their competition, the one constantly distracting all opposing teams with her auburn tresses, dove-gray eyes, and totally arbitrary bidding techniques, the other effortlessly extricating himself from the preposterous contracts into which his cohort regularly plunged him.

But the havoc they wreaked was hardly restricted to offense. The deal you see above proves that La McGonigle's unnerving mixture of ineptitude and wide-eyed luck seemed to prevail regardless of who was declarer.

• • •

Hearing a diamond opening on my right, a heart response on my left, and a jump rebid preceded by a vulnerable double from across the table, I quickly deduced that some shameless point-shading was going on. Nor did I suspect that the culprit was my partner, Senator Marcus L. Witherspoon of Missouri, who, once he put aside his constituents' concerns, seldom promised more than he was prepared to deliver. And so, trusting my intuition and the extra strength advertised in the good Senator's second double, I hazarded a game bid in spades.

The diamond two was led, Witherspoon's splendid dummy came down, and I reveled in the accuracy of my judgment. We figured to set their three heart contract one trick at most for a maximum score of 100, while four spades—at least the way I was ready to play it—was virtually a laydown. How well I knew the terrain. Hadn't I seen variations of

this very theme in scores of Goren, Truscott, and Sheinwold columns? Wasn't I intimately familiar with the well-deserved fate of the greedy South who opts for a finesse on the opening lead, only to watch with horror as East plays the King and gives West the ruff that ultimately defeats the contract?

My analysis of the count was both rapid and complete. I could see ten diamonds from where I sat, so Sally must have bid that suit holding three to the King and no five-card major. Now, I admit it did not take a genius to envision her hand as something like this:

<p>♠ K x x ♥ A x x x ♦ K x x ♣ Q x x</p>	or	<p>♠ K x x x ♥ A x x x ♦ K x x ♣ K x</p>
--	----	--

but I was nonetheless rather pleased with myself. And whichever of the two possible distributions she held, I was ready for her. The key, of course, is to rise with the diamond Ace, avoiding the doomed diamond hook, and to follow right up with the Ace of trumps, spurning the highly unpromising spade finesse as well. Now the surrender of a spade assures that West has been voided of trumps and deprives the defense of its setting trick.

I called for the diamond Ace and calmly regarded Sally's play of the trump four as one of her usual antics. I smiled—perhaps a tad patronizingly—and allowed Diggery to alert the revoke.

"Miss Sally," he said, "you really must follow suit."

"Don't have any diamonds," she said.

It was at this point that I began to experience genuine concern. "What?" I shouted. "You bid them, didn't you?"

"Heck, no. I bid one club and three

hearts. Why would I go and bid a suit I'm plum out of?"

A mephistophelian grin made its way across Diggery's face as he said: "I know this maneuver well. It came up once in last Monday's game and twice the week before that. 'The McGonigle Coup,' as I have dubbed it, is a bidding stratagem of surpassing delicacy—an unconscious, lead-directing psyche, to be exact. Once Miss Sally has misdescribed her hand, her innocent partner, suffering under the delusion that he is simply leading her bid suit, unwittingly induces declarer to make the one play that puts the contract out of reach. If, for example, you had called for any diamond but the Ace here, I dare say your four spades would have been safe, even granting the ruff. That's the way this extraordinary coup seems to operate. Am I correct?"

I did not give him the satisfaction of hearing just how correct he was.

"Now just one minute," Witherspoon blustered. "Isn't that bid unethical?"

"Not," the Captain hastened to explain, "if the bidder doesn't know what in the world she's . . . that is, not if one is entirely unaware of one's oversight."

• • •

Once the damage was done and I had lost a spade, a heart, a diamond, and the ruff for down one, Sally's sole concern was with her partner's bidding. She pulled Piper's cards from their container, scrutinized his holding, and shook her head dolefully from side to side.

"Why in glory'd you bid those weak ol' hearts?" she asked. "I really think you should've supported my clubs instead. After all, we did have nine of them."

"You're quite right," Diggery replied. "It's a mistake I shan't make twice." □

**NEXT EPISODE:** *The Soho Strip.*

*Terry Quinn is a novelist, ghostwriter, and journalist living in Washington, D.C.* ©1978 Terry Quinn





# DON'T MONKEY AROUND!

Order Games Magazine Today!

You won't be sorry — each issue has many stimulating games, puzzles, board game strategies and fascinating articles — each one more exciting than the other. And you won't want to miss our challenging contests in every issue.

If you prefer not to cut out this coupon, or if it is missing, just send your name and address to Games Magazine, P.O. Box 10147 Des Moines, Iowa 50340 and you'll receive 1 year (6 issues) of Games for only \$5.97.

So don't Monkey Around —  
Subscribe today!

## ORDER GAMES TODAY!

Please send me 1 year (6 issues) for only \$5.97

☐ Payment enclosed ☐ Bill me later

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_

ZIP \_\_\_\_\_

☐ Save even more! 2 years for only \$9.97.

HTM28

Simply cut out this coupon and mail to:

# GAMES

P.O. Box 10147 Des Moines, Iowa 50340

Allow 4-8 weeks for delivery of first issue. For foreign orders, add \$1.00 per subscription year.



## Moments of Decision

**T**he backgammon boom has still not leveled off. Whereas two years ago there were only a few local clubs, today most large U.S. cities, and many foreign ones as well, boast at least one club. All of the problems below occurred in club games, and they demonstrate the skill with which unknown local players move the men at backgammon.

Diagram One occurred during a game played at Pips International in Beverly Hills. Red is ready to begin bearing off and White must maintain a good defense for as long as possible so that when and if Red leaves a blot, White will win the game if he is able to hit it. The roll White had to play was 4-3, and the choice for his play was Q—X. (A dash indicates that one man is moved more than one of the dice.) White could have made the "normal" play of QU QT to give himself a better chance to make an inside prime, but he would then have been in difficulty if he were to throw a 6 on his next turn. By keeping a man in his outer board instead, White was able to handle the 6-2 roll he threw next without having to break up his back men.

Diagram Two occurred in a local game in Boston. White had to play 6-2, and he agonized for some minutes wondering what to do. He had a choice of either playing LR MO in an attempt to go all out to remake his 6-point—and a prime to boot—or SY WY to make his 1-point. It was a close decision, but he correctly picked the latter play, reasoning that a five-point inner board—even without the 6-point—was just too strong to pass up, and that with the alternative play of bringing two builders down, there was no guarantee he would remake his 6-point anyway. Note that both options leave two blots and four ways of being hit, so that this circumstance did not affect White's decision.

In Diagram Three, taken from a game at the Mayfair Club in New York, White had a crucial double 2 to play. Knocking off Red on the 11-point was forced, and now the question was whether or not he should steam ahead with K—O' S (the apostrophe indicates that a man is hit) and get him that much closer to home. In practice White wisely opted for the alternative play K—O' WY2. This superb play was rewarded, for Red threw 5-3 and was helpless. It is true that by breaking his inner board White made it easier for Red to enter, but he left Red only eight return shots rather than the four-

teen shots which the running play would have left.

Diagram Four occurred during a State Championship sponsored by the Honolulu Backgammon Club this past April. Eventual winner Bobby Krewson as White had to play an interesting roll of double 1. Again there occurred an unusual case of board-breaking, Krewson playing OP' XY3. Red entered as expected, but White was able to hop over him at his next turn to win. The other choice, OP'—S, would not only have left Red more return shots, but would have done something else equally undesirable: by holding only the 1-point, White would allow Red to enter on any roll except double 1, while there would be four rolls that would keep Red out if White held both the 1 and 2 points; and if Red had stayed on the bar, he might have gotten another crack at hitting when White bore off additional men.

Diagram Five is taken from a tournament in Portuguese Macau last December. With the cube on 8, it was White's turn to play a roll of 5-2. What pressure! With either of the two good choices (VZ WY or VZ XZ), a blot is left that can be hit with a 1. And so, White decided to take off two men (VZ XZ) instead of one. Red threw 3-2 and could not move, but White's next roll was a nightmarish 5-3 which left a double shot. Red hit one of the blots and went on to win the game. Indeed, White was unfairly punished; for whether or not he hit, Red would have been forced to flee if he had thrown a 4 or higher with either die. Odds-wise, then, White had nothing to lose by his play, and taking off the extra man could have been decisive in such a close situation. As so often happens, however, making the right percentage play backfired. Such is backgammon, a game played with dice which are utterly without conscience.

Now it is the reader's turn. You are playing White in each of these problems: (a) In Diagram One, how would you handle a roll of double 4? (b) Skipping to Diagram Three, if your roll is 4-3, should you hit and run, or should you just pass the blot on the 11-point? (c) In Diagram Four, how do you play a roll of 3-1? (d) How do you manage a throw of 2-1 in Diagram Five? (e) In the same diagram, you have not rolled yet, and the cube is at 2. Should you redouble? □

Answer Drawer, page 64

Prince Joli Kansil, top-ranking player in Hawaii, is the inventor of Bridgette and several other games.

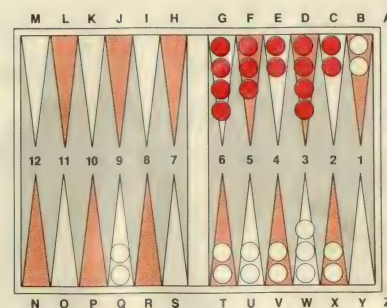


Diagram 1

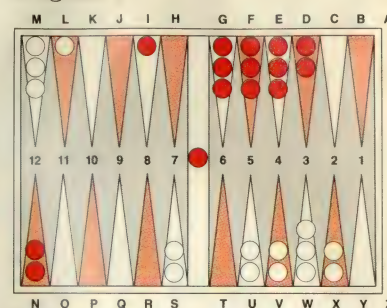


Diagram 2

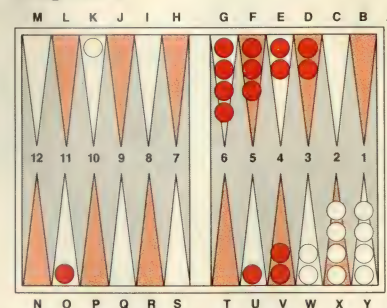


Diagram 3

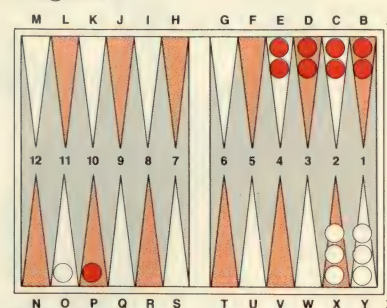


Diagram 4

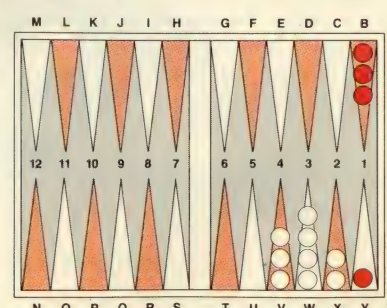


Diagram 5



Tarkenton recalls. (The Vikings also used to play a variety of poker called Hokey-Pokey, a game of luck that required no brains. "Bill Brown was the best man on the team at Hokey-Pokey," Tarkenton says.)

The bridge game began back in 1962 when Tarkenton and Brown became teammates, and it lasted for five years, until Fran was traded to the New York Giants. Then the game was suspended for five years and resumed, in 1972, when Tarkenton was traded back to Minnesota. Tarkenton was the best bridge player of the foursome, according to his own calculations, but the word around the league was that he could only make the Small Slams, he couldn't make the big ones.

• • •

Tom Seaver, the Cincinnati pitcher, has often been accused of thinking, and he pleads guilty to the charge. When he is not thinking about his pitching motion and the hitters, he is usually thinking about the crossword puzzle in the *New York Times*. Seaver spent the first ten years of his major-league career in New York where he became hooked on the *Times* puzzle. When you pitch only once every five days, it is easy to pick up habits like that. Because of his habit, Seaver is now the leading source in the National League on where to go in each of the league's twelve cities to purchase a *Times*. In the good cities, it is right in the lobby of the hotel where the team stays. Sometimes Seaver must go to other hotels. Sometimes he must go to newsstands. He has all the stops down pat. "It's really tough when you play exhibition games against minor league teams," Seaver says. "I mean, it's not easy to buy a *Times* in Indianapolis."

Seaver often finishes the *Times* puzzle by himself (never less than 45 minutes), but sometimes he needs relief help. He gets it from Cincinnati's two other crossword addicts, pitching coach Larry Shepard and catcher Johnny Bench.

When he was a New York Met, Seaver used to get help from my all-time favorite baseball player, outfielder George Theodore. George was not a great player, but he was one of the very few who read Tarot cards, believed in ESP, and considered himself a disciple of Edgar Cayce. On the Met team bus, while Seaver was doing crossword puzzles, Theodore would read e.e. cummings. The manager in those days was Yogi Berra, and Yogi would look over Theodore's shoulder and see the poems without any punctuation and it would drive him crazy. That is the one game all athletes play: It is called driving the manager crazy. ☐

*Dick Schaap is a sportscaster for NBC News, a former city editor of the New York Herald Tribune, and author of twenty books, including most recently, '44, in collaboration with Jimmy Breslin.*

# COUNTER STRIKE

A game of methodical defense and sudden, slashing attack. A game of skill and the cold, cold chance of dice. A game that brings out the worst instincts in you, from avarice through downright treachery.

(You'll love every rotten minute of it.)

Copyright © Essex Game Company 1978

Essex Game Company, 1123 Broadway, N. Y., N. Y. 10010

**COUNTER STRIKE™ runs circles around backgammon.**

Available through F.A.O. Schwarz, The Horchow Collection, Brentano's, Bloomingdale's, and other fine stores, coast to coast.

## SUBSCRIPTION SERVICE

### CHANGE OF ADDRESS OR RENEW:

- ☐ New subscription ☐ 1 year \$7.00 (U.S.A.)  
☐ Renewal ☐ 1 year \$8.00 (Canada)  
☐ Payment Enclosed  
☐ Bill Me Initial Here \_\_\_\_\_

NAME \_\_\_\_\_  
 ADDRESS \_\_\_\_\_  
 CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

change of address or renewal attach present mailing label here and write in new address. Allow 6 weeks for change of address to take effect. Thank You.

MAIL TO: GAMES  
 P.O. Box 10148, Des Moines, Iowa 50349

## FINALLY!



64 SQUARE INCH  
 PLAYING SURFACE  
 FLAT PIECES  
 STAUNTON DESIGN

THE ONLY FOLDING MAGNETIC SET ON THE MARKET with ample side room for all captured pieces.

THE FLAPS FOLD; incomplete games stay intact even when upside down. The set fits easily into any brief case and has no equal for playing out printed games.

SIZE FOLDED: 9x9x3/4". Handsome brown exterior, black and white playing board.

PLAYERS CHESS  
 Box 8057, Albuquerque, N.M. 87198

Send me .... sets @ \$16 (U.S. ppd.) Check ....

Visa ..... Mastercharge (bank # .....)

Acct. # ..... exp. ....

Name .....

Address .....

Guaranteed. Allow 2-4 weeks



---

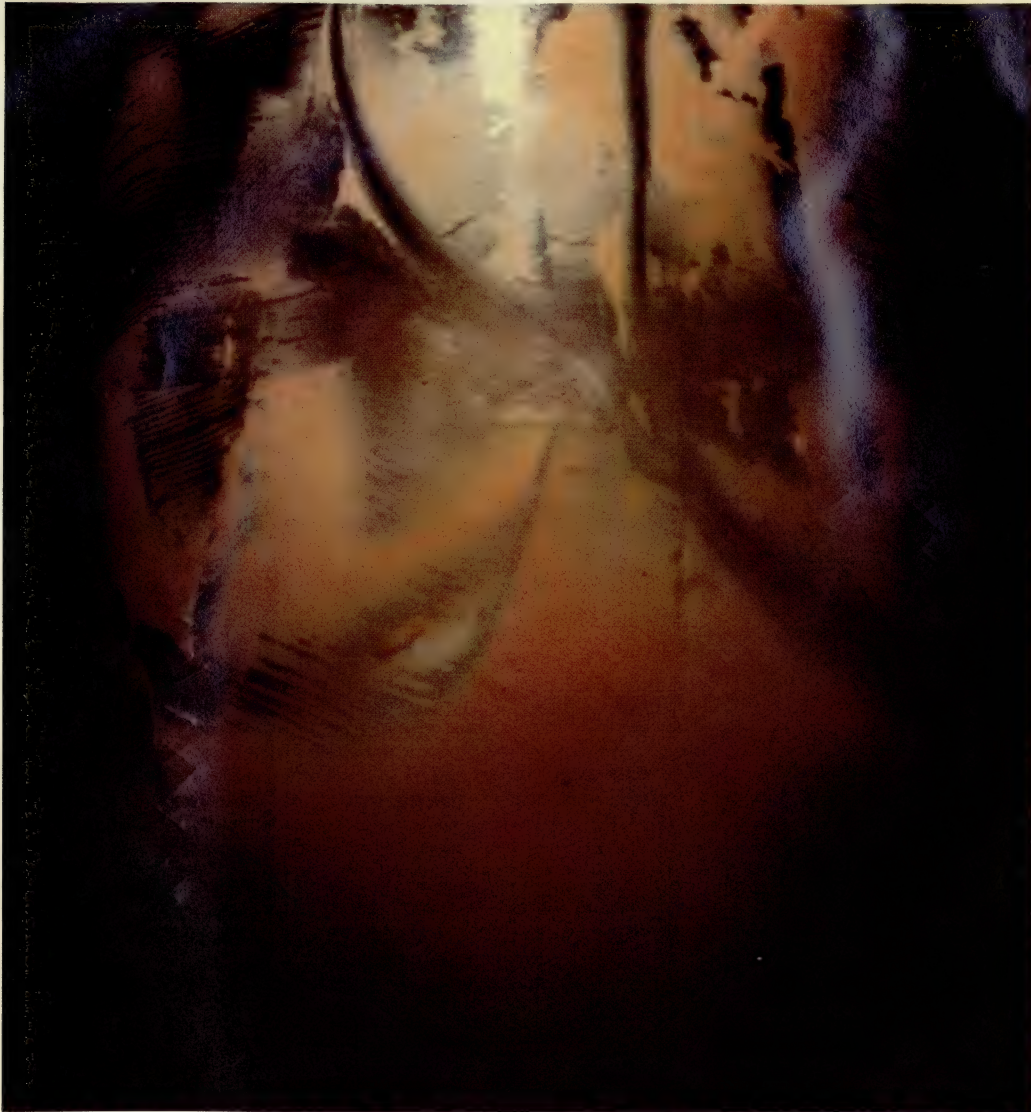
## CONTEST RESULTS

---

**E  
Y E  
B A L L  
B E N D E R S**

WHAT ARE THESE OBJECTS?

SEE THE ANSWER DRAWER ON PAGE 64.



Tommy Phillips

1. Carter Caviar

Well, dear readers—we're even. You've thoroughly bent our eyeballs with hundreds of contest entries (May/June, page 49). We saw a potato imitate the surface of Mars, a swarm of horrible little creatures which turned out to be rust on sheet metal, a starfish which was actually an umbrella, a flashlight lens which could have been a still from a monster movie...and you would have sworn the bottom of that light bulb was a doorbell.





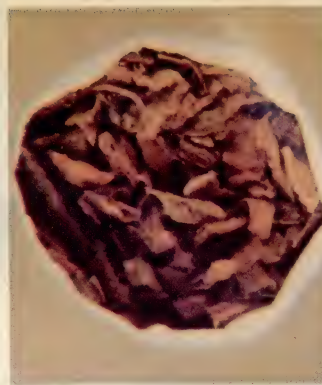
Mrs N. Schultz

2. Have it your way



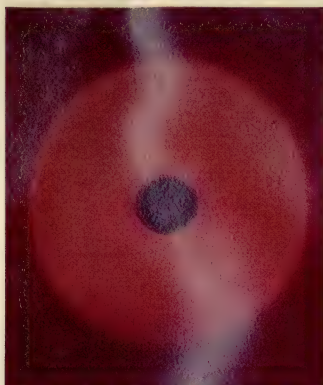
Toni Kraker

3. Fly catcher



Greg Strait

4. Southerners' pride



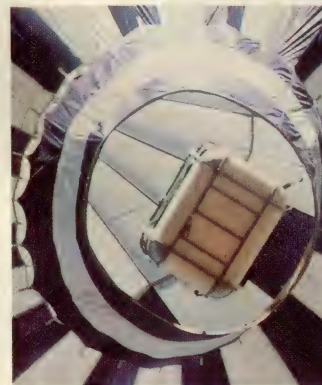
Vincent Jaeger

5. Dirty business



Jim Lichtman

6. Complete harmony



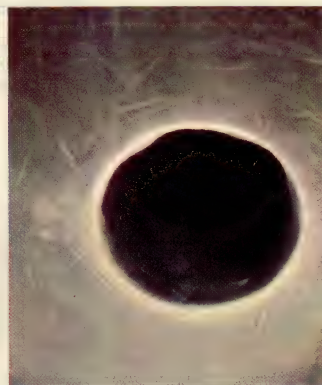
Lynn R. Batterman

7. Air bag



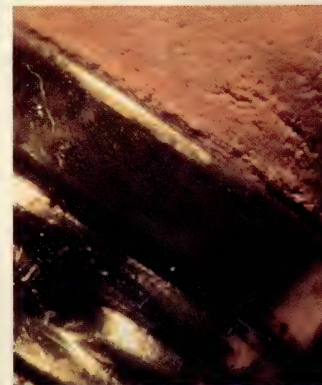
James Blair

8. We've got your number



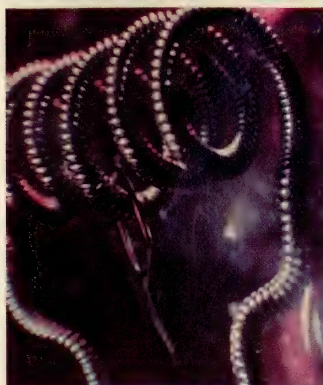
Jane Baren

9. Control



Kim Cohen

10. Write to the point



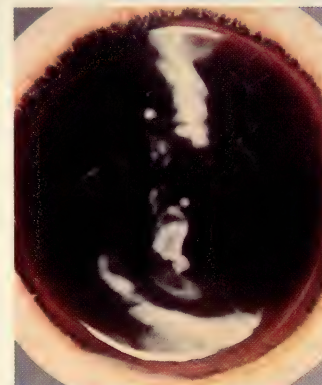
William Blinn

11. What did Phil mean?



Allen Robison

12. Usually three dozen



Arnold Seiling

13. Hot break

The names of the contest winners appear here with their photos, but there were so many good entries that we'll be printing more in future issues. First prize of a Polaroid SX-70 Camera goes to Tommy Phillips of Broomfield, Colorado. All honorable mentions, immortalized in this or any subsequent issue, will receive a GAMES T-shirt.

In any case, good luck trying to guess what these are. We're still squinting.



# Let Us Reason Together

For lovers of logic, here are three problems to be cracked under the relentless assault of your reason. We don't think you'll have much trouble locating the *Riley Service Stations*. To get new solvers started, we've set up a grid that can be used to solve the puzzle, and we've filled in the information that can be deduced from the first clue. Sim-

ply continue filling in boxes—using a check for a positive match, and an X for a negative one—with the help of information gleaned from subsequent clues. The solution will emerge by process of elimination. *Find the Joker* is a different kind of puzzle, best solved inductively (by trial and error) using a pack of cards. Speaking of jokers, the infamous Al Perl-

man strikes again with *Speaking of Magazines*. He says it isn't as tough as his previous puzzles in GAMES (he calls it an "easy cerebral"), but you will need to set up your own grid if you value your sanity. (On the other hand, if you find it too easy, just wait until you see the one he's working on now: it's a Bibliophilic Brouhaha with thirty-nine clues!)

Answer Drawer, page 64

## RILEY SERVICE STATIONS

by Paul R. McClenon

The four service stations in the town of Riley are well scattered, each being the farthest out in one and only one of the four main compass directions, and none being perfectly aligned in any compass direction with any other. For example,

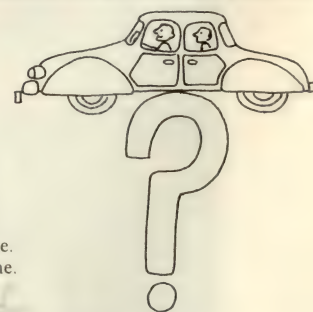
the easternmost station is not also the most northern, nor is it *due* east of the westernmost station.

Your job is to use the nine given facts to determine the relative locations and oil company affiliations of the stations owned and operated by Mr. Wilson, Mr. Gainor, Mr. Bishop, and Mr. Tanner (whose first names are, not respectively, Pluto, Arch, Bernie, and Mitch).

1. Pluto's station is west of Shell.
2. Arch's station is west of Mitch's.
3. Mr. Wilson has the southernmost station.
4. Mitch's station is south of Shell.
5. Mr. Gainor has never been to Shell.
6. Bernie's station is east of Gulf.
7. Mitch's station is west of Texaco.
8. Mr. Bishop's station is east of Shell.
9. Bernie's station is south of Exxon.

	ARCH	BERNIE	MITCH	PLUTO	WILSON	TANNER	GAINOR	BISHOP	SHELL	GULF	TEXACO	EXXON
NORTH	✓	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	✗
EAST	✗	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗
SOUTH	✗	✗	✓	✗	✓	✗	✗	✗	✗	✓	✗	✗
WEST	✗	✗	✗	✓	✗	✗	✓	✗	✗	✗	✗	✓
SHELL	✓	✗	✗	✗	✗	✓	✗	✗				
GULF	✗	✗	✓	✗	✓	✗	✗	✗				
TEXACO	✗	✓	✗	✗	✗	✗	✗	✓				
EXXON	✗	✗	✗	✓	✗	✗	✓	✗				
WILSON	✗	✗	✓	✗								
TANNER	✓	✗	✗	✗								
GAINOR	✗	✗	✗	✓								
BISHOP	✗	✓	✗	✗								

Three facts about the Riley service stations can be deduced from the first clue. Pluto cannot own the Shell station. Nor can Pluto's station be the eastern one. And finally, the Shell station cannot be the western one.



## SPEAKING OF MAGAZINES

by Al B. Perlman



Barbara Bell

It's no secret that different people get their jollies in different ways, but what really amazes me is that no matter how far-out a game might be, there's a publication put out solely for its loyal devotees. Like, I was drinking lunch with my friend Will Shakespeare the other day, and he said to me: "There are more magazines in heaven and earth, Perlman, than are dreamt of in your philosophy."

I guess Will happens to know this because he delivers mail for the Post Office while taking this cockamamie correspondence course in playwriting, and his delivery route includes the very posh Hirsute Arms Apartment House.

All the residents at Hirsute Arms get a

number of publications devoted to their favorite recreations. Today's delivery schedule included ten publications you've probably never even heard of. There were five monthlies: *The Hula Hoopist* (every issue comes up with some new twists that bring joy to the nation's chiropractors), *The Tic-Tac-Toe Review* (your subscription includes a pencil and a couple of sheets of blank paper), *The Yo-Yo Fancier* (subscribe now and receive several free yo-yos—positively no strings attached to this offer), *The Tobacco Spitter* (a cuspidor and mop included with every subscription), and *The Snipe Hunter* (if you fail to renew your subscription, you'll be left



holding the bag). There were also five weeklies: *The Hopscotch Advocate* (comes with twenty feet of sidewalk and a box of chalk), *The Telephone Booth Stuffer* (devoted to the classic art of seeing how many college students can be stuffed into one phone booth), *The Potato Sack Racer* (specializing in action shots of superstars in the sack), *The Shuffleboarder* (just casually carry it around and people will assume you have your own yacht), and *The Pie Eater* (for people who compete in pie-eating contests—a free stomach pump with every subscription).

Unfortunately for Will, it rained today. And when he began pulling the magazines from his not-too-waterproofed sack, he found all the labels stuck together in a gummy mess. Undaunted ("Neither snow, nor rain . . ."), Will sat down in the lobby to figure out which magazines to stuff into the mailboxes of the Altmans, the Becks, the Clarks, the Donovans, the Engels, the Falks, the Gardiners, the Hansens, the Ibsens, and the Judsons.

It so happens that each of the ten periodicals has three subscribers among the residents of the Hirsute Arms, but no two families get more than one magazine in common. Will remembered that each family subscribes to either two monthlies and one weekly, or two weeklies and one monthly.

Inasmuch as each family has an entire floor to themselves, you can, by close examination of the facts Will could remember, determine who lives where as well as which three magazines Will eventually put in their mailboxes. Here are the facts that Will was sure about:

1. The families on the 1st and 10th floors, as well as the Clarks, all get *The Tobacco Spitter*.
2. The Hansens and the Gardiners, as well as the family on the 10th floor, subscribe to *The Pie Eater*.
3. The families who get *The Shuffleboarder* all live on odd-numbered floors.
4. The Becks, who live directly above the Hansens, subscribe to *The Tic-Tac-Toe Review*, *The Tobacco Spitter*, and *The Pie Eater*.
5. The families that subscribe to *The Telephone Booth Stuffer* all live on even-numbered floors.
6. None of the families above the 6th floor gets *The Hopscotch Advocate*.
7. The Falks, who get *The Telephone Booth Stuffer* plus two monthlies, live directly above the Engels, whose subscriptions include *The Yo-Yo Fancier* and *The Potato Sack Racer*.
8. Among the families on floors 1, 2, and 3—one of whom is the Donovans—one gets *The Hopscotch Advocate*, another gets *The Shuffleboarder*, while one of the remaining weeklies is subscribed to by all three.
9. The Ibsens live directly above the family that subscribes to *The Tobacco*

*Spitter*, *The Hula Hoopist*, and *The Hopscotch Advocate*.

10. The Judsons, whose subscriptions include *The Snipe Hunter* and *The Hopscotch Advocate*, live directly above and below families who get *The Potato Sack Racer*.

11. Subscribers to *The Yo-Yo Fancier* are the Altmans and the family on the 8th floor, and also the family whose other subscriptions are for *The Tic-Tac-Toe Review* and *The Potato Sack Racer*.

12. The same monthly goes to the Judsons and the family on the 7th floor, and also to the family whose other subscriptions are for *The Hula Hoopist* and *The Telephone Booth Stuffer*.

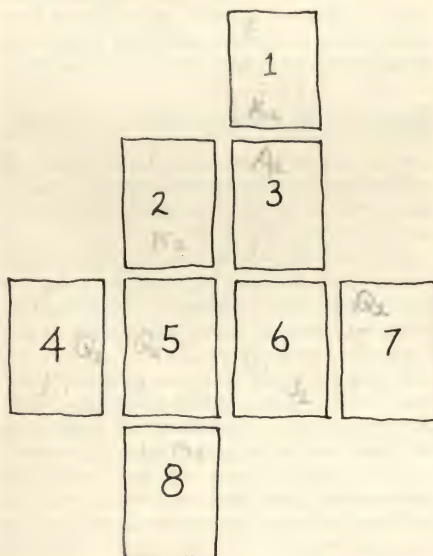
13. The family on the 5th floor subscribes to *The Tobacco Spitter*, *The Hula Hoopist*, and *The Hopscotch Advocate*.

14. The Falks do not subscribe to *The Tic-Tac-Toe Review*, *The Yo-Yo Fancier*, or *The Tobacco Spitter*.

15. The same monthly goes to the Ibsens, the Becks, and also the family on the 3rd floor.

16. The Hansens do not receive *The Tic-Tac-Toe Review*, *The Yo-Yo Fancier*, or *The Tobacco Spitter*.

## FIND THE JOKER by Will Phiz



Eight cards are lying face down in the arrangement shown. One of them is the Joker. Each of the other cards is either a Jack, a Queen, or a King. Given the information below, can you determine where the Joker must be?

1. No Queen borders on the Joker.
2. Every Jack is sandwiched between two Queens.
3. There is at least one Jack.
4. At least one Queen borders on another Queen.
5. No King borders on a Jack.
6. At least one Queen is between two Kings.



We had this original idea. Make an automatic pencil that uses lead so thin it can pass through the eye of a needle. Yet won't break while writing. We did this by ① surrounding the lead with a sliding sleeve ② that protects during writing and ③ fully retracts.

**Sliding Sleeve™**  
**Pentel®**

© 1978 Pentel of America, Ltd.  
® Pentel is the registered trademark of Pentel Co., Ltd.



# GAME CHEST



Cosmic Encounter

**Cosmic Encounter** from Eon Products, around \$10, expansion kits available for around \$4.

Cosmic Encounter is so much fun to play that you forget how strategic a game it really is. In a sci-fi setting, each of two to four players (expansion kits bring two more into the action) guides the destiny of an alien power whose aim is to establish five intergalactic colonies. At the start, each power controls a star system containing five planets, each inhabited by four tokens of that power's color.

A player starts a turn by drawing a colored disc to determine which star system can be attacked. The player then chooses an opponent's base on any of the five planets in that system, points the "hyper-space cone" at the targeted tokens, removes from one to four of his own tokens from existing bases, and places them at the offensive end of the cone. Each of the two combatants then picks a "challenge card" from the hand he has been dealt. The number on the card, which varies from four to thirty, is added to the tokens that player has at stake. High total wins and takes (or retains) possession of the base; the loser's tokens go to the "warp," a cosmic holding tank where they must remain until a special card is drawn and played to release them.

But play is rarely that simple. The two combatants can seek out allies and are usually able to talk one or more of the other players into sharing in the fortune or misfortune of the ensuing battle. (One dastardly strategy is to lure "allies" into a battle which you plan to lose.) Also, instead of a numbered card, a player can choose to play a "compromise card." If only one player so chooses, he loses the battle, but receives compensation in the form of cards taken from his opponent's hand. (In a game of war like this one, it's nice to see peaceful intentions rewarded.) When both players use compromise cards they call off the fight and arrange a deal.

All very interesting, but the unique twist of this game is the special power possessed by each alien. These powers are drawn from a set of fifteen (or more if the expansion kits are used) at the start of the game. Particular favorites of mine are the "Virus," whose power during a battle multiplies the number of his committed tokens by the number on his challenge



Isolation

card, and the "Trader," who can swap hands with his enemy. Though certain powers seem superior to others, all players have a reasonable chance of winning.

Further surprises are introduced by the "edict cards" found in the challenge deck. Among these are the "Cosmic Zap," which robs an opponent of his special power for the duration of the battle, and "The Plague," which can be donated to a deserving opponent.

It may sound complicated, but the rules are simple enough to learn in about fifteen minutes. Playing time can substantially exceed the manufacturer's estimate of forty-five minutes.

—S.S.

**Isolation** from Lakeside Games, around \$6.

Here is a game for two players that takes only a minute to learn and five minutes to play—a game that is, in fact, innovative, well-made, and diabolically fascinating.

The board is a hollow grid of 6 x 8 squares. You prepare the grid by filling in the hollow spaces with plastic platforms. You then position your pawn on its starting square. (Each player has only one pawn.)

To play the game, you move your pawn one space to any adjacent square and then punch out any platform on the board. The object is to eliminate spaces in such a way as to isolate your opponent's pawn. It's like having the ground taken away from under your feet. You just keep moving and punching until you or your opponent is surrounded by an abyss and cannot move.

I like everything about this game. Just punching out the platforms gives me a fiendish sense of power. And then, suddenly discovering that my pawn is on the brink, faced on every side by the yawning gulf of unbridgeable void... well, it's delightfully horrible! —B.D.K.

**Hare and Tortoise** from Intellect Games, around \$10; available by mail for £4.95 plus postage from the Games Centre, 16 Hanway St., London W1A 2LS, England.

Hare and Tortoise may at first seem like kid stuff. And while there's no reason why a reasonably alert ten-year-old can't play the game, there's also no reason for an alert adult to shun it.



Hare and Tortoise

As the name suggests, we have here a race game (for two to six players). And true to the fable, early front-runners can easily find themselves lagging behind at the finish. What's more, the players themselves decide, individually, to what extent chance will be involved in the outcome—though to a very large degree, winning depends on careful thinking and planning.

The basic idea is very simple: to advance on the board you have to pay—and fittingly enough, the currency in use is carrots. Each player receives the same quantity of carrots at the outset, and with them buys the right to move ahead.

The catch is that the cost of moving ahead increases in direct proportion to speed. To move one square, for instance, requires just one carrot; to move, say, four squares sets you back ten carrots; and should you decide to go full-throttle and dash on for twenty squares, you burn up over two hundred carrots—far more than the number with which you begin.

Not that you're limited to your initial allotment. There are provisions for replenishing your supply of carrots enroute. One way, curiously, is to move backwards to a tortoise square—a move that costs you nothing but time, and pays you ten carrots for each square you cross to get there. Another way is to move forward to a lettuce square where you pause for a turn to "chew a lettuce," and then collect an amount of carrots equal to ten times your position in the field at that point; ten carrots if you're in first place, thirty for third, and so on.

A good strategy seems to be: play it cool, bank a bushel-full of carrots, and then sprint for the flag. (But there's a catch: you aren't allowed to cross the line with more than twenty carrots in your possession.)

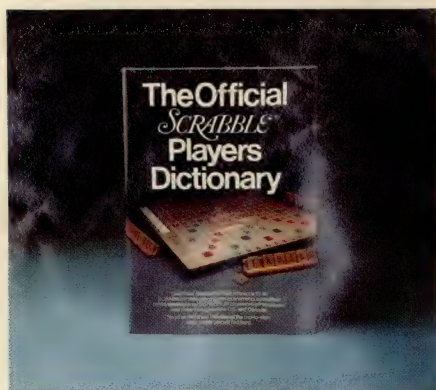
If that doesn't work, you can always decide to take a chance by "juggling the hare"—stopping on a hare square and drawing a card that may (or may not) result in improving your position.

Hare and Tortoise, very popular in England since it first appeared there about five years ago, has been a real sleeper in the United States. But now some of the major toy stores and departments over here are carrying the game, and it's definitely worth searching for.

—Roger Verhulst



# BOOK SHELF



**The Official SCRABBLE® Players Dictionary** (G. & C. Merriam Co., 1978, 672 pages, hardcover, \$7.95).

For many years, players of SCRABBLE® have used Funk & Wagnalls Standard College Dictionary as the official authority to determine what words are allowable in tournaments, clubs, and coffee houses. Because not all forms of words are spelled out in Funk & Wagnalls, serious players developed rules of interpretation that often lead to surprising and even absurd results.

According to one such rule, any word of one syllable could be compared (that is, given an -er or -est ending) if its first listing was as an adjective. This rule allowed words like ICED, ICEDER, and ICEDEST, or even worse, MAIST (Scottish for "most"), MAISTER, and MAISTEST; while SMARTER and QUIETER had to be disallowed since they neither appeared in the dictionary nor fell within the "automatic comparison" rule (SMART is listed first as a verb, and QUIET has two syllables).

An even more vexing problem involved the inflection of words on special lists. Does OUTLIE take a D, meaning "outfibbed," or does it change to OUTLAY and OUTLAIN? And can verb endings be tacked onto OVERWARM or is it only an adjective? Other troublesome areas include finding a word listed out of alphabetical order (e.g. ARTAL is listed only under ROTL).

The Official SCRABBLE® Players Dictionary compiled by Selchow & Righter (manufacturers of SCRABBLE®), is designed to end these problems by listing every acceptable form of every acceptable word in alphabetical order or, in the case of derivative words (IVYLIKE from IVY, ZEBRAIC from ZEBRA), within two entries of alphabetical order. Only a single, very brief definition of each word is given, without any information on pronunciation, syllabication, or derivation:

**PICKAX** v. -ED, -ING, -ES to use a pickax (a tool for breaking hard surfaces)

**PICKAXE** v. -AXED, -AXING, -AXES to pickax

The SCRABBLE® dictionary has deleted only a few words from Funk & Wagnalls—notably trademark names such as XEROX, KLEENEX, and PYREX (a sensitive subject to the people at Scrabble); the foreign words JA and OUI; adjectival comparisons of dubious validity; and certain plurals like GOS, JOS, and MAGIS (the



reasons for the deletion of which are unclear).

The only real shortcoming in the book is the fact that words of more than eight letters are included only when they are inflections of shorter words. It is true that inclusion of longer words would have increased the size and cost of the book, but a reasonable compromise might have been to include long words that can be formed by adding prefixes such as ANTI-, NON-, OVER-, and DIS-, as these are the words which will most often require players to resort to a second dictionary.

The book does, however, contain a great number of words not found in Funk & Wagnalls. Numerous slang and informal words (BIO, CELEB, ZAP), interjections (OW, AW, ER, SHH), foreign words (MBIRA, QINTAR, XU), and scientific terms (BYTE, KILORAD) have been added, together with comparative and superlative forms of many two-syllable adjectives, nouns formed by adding -ER to verbs, and "unconventional" four-letter words that may raise a few eyebrows.

The addition of words containing a Q without a U will hearten many players for whom the dread tile is a real bugaboo, but the change that will have the greatest impact on play is the substantial increase, from sixty-nine to eighty-five, in the number of allowable two-letter words. This will make defensive play much more difficult and may well increase players' average scores by as much as ten percent. Only time will tell whether this is a change which improves or detracts from the game.

—R.W.S.

**Design and Sell Toys, Games & Crafts** by Filis Frederick (Chilton Book Co., 1977, 166 pages, black and white illustrations, large format hardcover, \$12.50).

Will this book draw you a road map to riches in the wonderful world of playthings? Will you now be able to market your toys, games, and crafts successfully? Regrettably, the answer is "probably not." The book is well-researched and well-written, but the odds against breaking into this highly competitive field are formidable.

Be that as it may, Ms. Frederick brings excellent credentials to the task. A prolific creator herself, she has also seen the other side



of this multibillion dollar industry as an employee of Transogram, Mattel, Goldfarb-Benkoe, and Cadillac (toys, not cars, though her discovery of paint-by-numbers enabled her bosses to drive new pink Cadillacs). And from her book you will learn the importance of the right name, potential cost factors, pointers on writing directions, how to construct models and protect your idea from being stolen (explaining also why you'll have to sign an Idea Disclosure Document), and what method to use for testing your design. The chapter on how to sell your idea to a manufacturer is the least satisfactory, primarily because there is no magic formula for success. So much is a matter of timing, and of luck, and who can say how to cultivate good fortune? (Those who have enjoyed success try, and a dozen or so of their stories are included).

If you think you have a good idea and are willing to invest a lot of time and probably money placing it with a manufacturer, you will find some useful information in this book. But the most crucial lesson remains mundane: study the field! Ms. Frederick offers no guarantees, just a methodical approach to a very unmethodical process.

—S.S.

**Chess Is My Life: Autobiography and Games** by Viktor Korchnoi, translated by Ken Neat (Arco Publishing Co., 1978, 167 pages, hardcover, \$8.95).

**Viktor Korchnoi's Best Games** by Viktor Korchnoi, translated by Ken Neat (David McKay Co., 1978, 293 pages, hardcover, \$9.95).

The autobiography of self-exiled, Soviet grandmaster Viktor Korchnoi is, in fact, two books. It is, on the one hand, a step-by-step chronicle of the chess development of the man who is now challenging World Champion Anatoly Karpov for his title. On the other hand, the book is a relentless and bitterly subjective diatribe against Soviet society, Soviet practices, and Soviet chess personalities. Even Korchnoi's annotations of games with Karpov and ex-World Champion Tigran Petrosian become occasions for spiteful sarcasm.

From his youth, Korchnoi has clearly been at odds with his surroundings, exacerbated,

(continued on page 60)

Manuel Gonzalez



"I challenge you to a game of ERGO," she said.

"You just want to show off your great mind," I retorted.




## Introducing ERGO. A test of mental strategy and skill.

Take two people, add a dash of crafty scheming, new ERGO ...and anything could happen.

Your mild-mannered friends might turn into dastardly strategists. You may find you're a latent Socrates. Or a regular Albert Einstein of the ERGO set.

It's a cinch to learn. (Be the first to get five-in-a-row, and you win.) But it's also hours of fun for even the most clever thinkers to conquer.

**Another challenge from  Invicta,  
the creator of MASTER MIND®.**

Invicta Plastics (USA) Ltd., 200 Fifth Avenue, New York, N.Y. 10010

Letters, continued from page 7.

ample, numerous pictures from the tombs that show people "playing senet" (the inscriptions over the pictures say so), but the pieces are depicted as opposing teams on opposite sides! Also the modern Arab game of tab es-siga, thought to be a descendant of senet, is played in just this way.

Senet was played with from five to ten pieces per player, but the usual number seems to have been seven. Square 15 is marked on some boards probably because it is the first open square in a game played with seven pieces per player.

Contrary to Mr. Carder's statement that there is little consistency in the designs on the ancient senet boards, they are very consistent and went through a very logical development. While the earlier boards bore only simple signs and numbers and the later examples bore more fanciful signs and even pictures, the meanings of the last five squares (26-30) were always: good, bad, 3, 2, 1. The original signs are always recalled in the later, more elaborate variants. The numbers (3, 2, 1 or 3, 2, blank) are crucial to the play of the game, and they seem to have been completely ignored by Mr. Carder.

As for Mr. Carder's rules, I have found no evidence that all pieces have to move into rows 2 or 3 before the pieces can exit from the board. And no senet board that I know of carries designs on the last five squares even remotely similar to those he describes. □

Scrabble, continued from page 11.

the position of longtime companion to—you guessed it—Senkiewicz. In a tense and emotional match, Felstein dropped Senkiewicz, and cost him the tournament (he finished 3rd). It was small compensation that both earned the respect of their colleagues for their ill-considered integrity.

As the final scores were tallied, it was clear that a mild upset had occurred. The winner was David Prinz (San Francisco) who although highly regarded was felt to be a little green. Prinz, twenty-five, is a modest statistical analyst, and he credits his rise to Scrabble preeminence to a match he played in 1974 against Bernie Wishengrad (6th). Through clever strategy and dictionary smarts, Wishengrad had obliterated Prinz, but Prinz began to see the need for cunning tactics as well as word knowledge and today sits atop the Scrabble heap, to the delight of his parents, who proudly witnessed the awards ceremony.

As the Summit's waiters (who claimed to have radically improved their vocabularies during the tournament) cleared away the final roast chicken and Wayne Schmittberger annotated the final moves (see page 12), an unfamiliar quiet settled over the Summit Penthouse. I felt an insatiable need to play, a visceral, almost atavistic penchant to disport jargon with aplomb, or perhaps élan. Quixotic, eh, but I'd be a tatty gink to deny it, and will somebody please tell me how to get rid of this Z? □

Joe Schick is a contributing editor to GAMES.



## A GAMES MAGAZINE CONTEST

# Greetings

**Grand Prize:** Webster's Third New International Dictionary, 2,663-page unabridged edition.

**Four Individual Prizes:** The Greeting Card Writer's Handbook.

Meet the poor, bewildered editor of the "If You Care A Lot Send Something Else" Greeting Card Co. He's in deep trouble because his entire creative staff went out to lunch and never came back. They left him holding the bag (of unfinished cards) and now he's turning to you for help. Two of the cards were half done and only needed inside messages. A third was designated "Valentine" but nothing was written for it. And a fourth was as blank as the editor's mind. Actually it

was that fourth card that drove the creative department to split. It seems the editor had asked for something new, fresh, different. Something that had never been done before; something like:

CONGRATULATIONS ON  
LEARNING THE METRIC  
SYSTEM...  
NOW YOU CAN TAKE ME TO YOUR  
LITER  
or  
SO YOU HAD QUADRUPLETS...  
WELL, FOUR  
CRYING OUT LOUD!

As you can see from the samples below, the harried editor struggled to

complete Cards 1, 2, and 3 but he wasn't happy with the results, and he never did get to Card 4. And now it's up to you to help him out. The object of this contest is to write inside messages for Cards 1 and 2 following their opening lines; write a complete (outside and inside) Valentine for Card 3; and/or create a new occasion and write a complete message for Card 4. You may do any one, or as many as all four. Prizes will be awarded for the card we like best in each group, with a Grand Prize for the one we consider the best of the bunch. There is no word limit, but remember what the bard said about brevity being the soul of wit. And the decision of the judges is final.

—Gloria Rosenthal

Clip or copy coupon and mail to: Greetings! GAMES Magazine, 515 Madison Avenue,  
New York, NY 10022. Entries must be received by October 2, 1978.

### 1. BIRTHDAY

I CAN TELL IT'S YOUR BIRTHDAY BECAUSE...

(sample) THE GLOW FROM YOUR CANDLES WARMS MY HEART...AND HEATS UP THE HOUSE.

(your line) \_\_\_\_\_

### 2. GET WELL

YOUR DOCTOR SAYS YOU GOT TO HIM IN THE NICK OF TIME...

(sample) HIS CAR PAYMENT WAS ABOUT DUE.

(your line) \_\_\_\_\_

### 3. VALENTINE

(sample) THERE'S NOTHING NEW ABOUT TRANSPLANTS...I GAVE MY HEART TO YOU A LONG-TIME AGO.

(your lines) \_\_\_\_\_

outside \_\_\_\_\_

inside \_\_\_\_\_

### 4. YOUR CREATION

occasion \_\_\_\_\_

outside \_\_\_\_\_

inside \_\_\_\_\_

Name \_\_\_\_\_ Street Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

All entries become the exclusive property of GAMES.  
No submissions will be returned. Void where prohibited by law.



## The Turkish Affair.

The East and the West are one.  
Touch. Feel. Sense.

Izmira Vodka is an idea, an attitude, a sensing of the pulse of a people bridging the civilizations of two continents. And so it is not and cannot be like any other vodka. In Turkey, they consider Izmira Vodka a dream fulfilled. You need not be a romantic to taste it and know it is true.

**IZMIRA**  
Imported Vodka

For people of good taste.



80 PROOF DISTILLED FROM WHITE BEETS IMPORTED AND BOTTLED BY IZMIRA IMPORTS CO., N.Y. © 1978

Book Shelf, continued from page 57.

no doubt, by an "eccentric" mother, a religious education, a family background of Polish nobility, and an early debilitating poverty.

Reflecting on his own career, Korchnoi displays a remarkable ability for self-criticism and growth as he learns and improves from doing battle with the giants of the chess world. Readers will be delighted by such revelations as: "There came a time when I realized that the ability to defend was—for a good chess player—insufficient. You can't be dependent upon your opponent's will, but must try to impose your will on him. I realized that I was restricting my possibilities both as a person and as a chess player. From childhood I had known how to defend and nothing more."

Despite the seemingly outspoken and revealing nature of his writing, there is much about himself which Korchnoi does not and cannot tell us. The book is, after all, an intense effort in self-justification. The reader should know, for example, that this superb chess player apparently *must* "hate" his opponents in order to play his best. This peculiarity is no doubt the origin of such nicknames as "angry Korchnoi" and "the devil." According to Korchnoi, the "pleasant and witty Simagin" (the late Soviet grandmaster) once asked: "Why does he look at me with such malice as if I had slaughtered all of his family down to the sixth generation?" But Korchnoi merely shrugs off Simagin's query with the not-so-convincing: "To be honest, competitive malice is not something that I practice."

The book does not cover Korchnoi's recent match with Boris Spassky (who found cause to complain that his rival was "glowering at him"). At a critical point in that struggle, Korchnoi demanded that the curtain on the playing stage be lowered to thwart the efforts of alleged KGB agents who were aiming "rays" at him from the audience. Later he apologized for his "shameful behavior," recovered his composure, and won the match.

(After the match, when interviewed by Tony Miles for the *New Statesman*, he asserted that Spassky had been using "hypnosis" while they played. According to Miles, "Korchnoi claimed he could feel his bones going numb when under the influence.")

For all that the book does not reveal, this brief autobiography (the text includes thirty-six pages of mostly unannotated games) should nonetheless prove to be fascinating and useful to its author's severest critics, as well as his strongest admirers.

*Viktor Korchnoi's Best Games* is an unauthorized collection of sixty previously published, annotated games. Since over two-thirds of the annotations are by Korchnoi, the book will be welcomed by many chess players, despite Korchnoi's public repudiation of it on the grounds that its publication is financially harmful to him.

—Shelby Lyman

**The Crossworder's List Book** by John E. Brown and Margaret H. Brown (St. Martin's Press, 1977, 156 pages, paperback, \$3.95).

Stuck for a five-letter horse (SHIRE), an eight letter composer (SIBELIUS), or a seven-letter English cathedral (CARDIFF)? Then arm yourself against the slings and arrows of outrageous crossword compilers with this book of over 30,000 words arranged, alphabetically and by length, in subject lists.

—P.M.W.



# ANSWER DRAWER



Lillian Naumias

## Warmup Puzzle (Page 25)

### ACROSS

- 1 *Concealed word* clue. A team trainer is a COACH. The word is "hiding" in "Mexico A Chubby."
- 4 *Reversal* clue. To argue against is to REBUT. "Tuber" spelled backwards, or "returned" is REBUT.
- 5 *Anagram* clue. Faithful is LOYAL. The word is an anagram, or "recasting" of "alloy."

### DOWN

- 1 *Second definition* clue. Ms. Chan-ning is CAROL. A Christmas song is also CAROL.
- 2 *Homonym* clue. A monastery is an ABBEY. The word sounds like ("we hear") "Abby," the newspaper advice columnist.
- 3 *Charade* clue. Lodging is a HOTEL. "Very warm" is HOT, which is found before (or "on," since this is a vertical word in the puzzle) the "elevated train" or EL.

## Crossword à l'Anglaise (Page 25)

### ACROSS

- 1 Stop sign (gin spots)
- 9 Operator (a trooper)
- 10 Optician
- 11 Passe (PASSEngers)
- 14 Swat (Twas)
- 15 Hell's bells ([underworld's] + [carillon])
- 16 Windbags ([breeze] + [balloons])
- 17 Floral (for all)
- 20 People (Pope Leo, minus O [nothing])
- 23 Serpents (presents)
- 24 Strategist (get + straits)
- 28 Shed
- 29 Waist (Was it)
- 30 Heavenly
- 31 Interest (in street)
- 32 Sleepers (peerless)

### DOWN

- 2 Typewrite (Witty peer)
- 3 Painted up
- 4 Irish lace
- 5 Nonplus
- 6 Heaps
- 7 False (A self)
- 8 Novel
- 12 Abel (able)
- 13 Slur
- 17 First mate (fit master)
- 18 Oversleep ([finished] + [nap])
- 19 Art Dealer (real trade)
- 21 Okra (coOK RAW)
- 22 Lots
- 23 Sights (light + S.S.)
- 25 Twine (T + wine)
- 26 Aimed (I made)
- 27 Ether (three)

## Ein Deutsches Rätsel (Page 26)

1. A couple have a son.
2. He lives in an apartment.
3. The apartment is in Berlin.
4. A big city is Berlin.
5. This city is in Germany.
6. The son has a wife.
7. She lives also in Berlin.
8. This couple have a dog.
9. The dog is very big.
10. This animal bites only mailmen.
11. The son is a mailman.

## Alterations (Page 29)

1. ROBE
2. SHOE or HOSE
3. VEIL
4. SLIP
5. CAPE
6. BOOTS
7. SMOCK
8. T-SHIRT
9. BRIEFS
10. DIAPER
11. DRAWERS
12. SLIPPER
13. MITTENS
14. RAINCOAT
15. CARDIGAN
16. TROUSERS

## Double Cross (Page 35)

- A. OWNERSHIP
- B. NURSEMAIDS
- C. AMPHIBIOUS
- D. SHOPPERS
- E. HAWTHORNE
- F. TOTTERED
- G. HOTSHOTS
- H. EYEWASH
- I. PHEW
- J. REPLATE
- K. IMMORTAL
- L. VALUELESS
- M. AMBULATORY
- N. THATCH
- O. EFFECTUATE
- P. DETEST
- Q. INFAMOUS
- R. NIMBLEST
- S. IMPASSABLE
- T. NIGHTINGALE
- U. GHOSTLEY
- V. RECHERCHE
- W. OTHER
- X. ORCHESTRATE
- Y. MERRRYMAKERS

O(gden) Nash, *The Private Dining Room:* ("The Hamster")

There is not much about the hamster To stimulate the epigramster. The essence of his simple story, He populates the laboratory. Then leaves his offspring in the lurch, Martyrs to medical research. Was he as bright as people am, New York would be New Hamsterdam.

## You're the Umpire! (Page 27)

WOES	AMUR	PICAS
ITAL	SANE	ELATE
STRUCKOUT	ALIBI	
HONDOS	SORT	RAN
EGG	PULI	ANTE
FADE	LEADOFF	
IER	CALL	TURBAN
FOULOUT	HELOISE	
INNING	HURL	GEE
ASHCANS	GLAD	
STAR	ELLS	TOE
LIB	PROF	AERATE
ATONE	TWOBAGGER	
BLUES	HAUL	EURO
SETTO	EYRE	DEMS

## Water Works (Page 27)

1. Watertight
2. Watering hole
3. Watercolor
4. You can lead a horse to water . . .
5. Tall drink of water
6. Water over the dam
7. Waterlogged
8. Blood is thicker than water
9. Water moccasin
10. Fire water

## The Work Ethic (Page 29)

ALTO	CHIP	FRUMP
COED	HERO	ROMEO
HOMEWORKS	UNBAR	
EMP	HID	TOT
OMAR	POUTERS	
STRUT	MUFTIS	
TRAM	GOLFS	SPAN
AIR	ROSIE	AGO
YOYO	ENACT	TRUE
SVELTE	HOTEL	
GREENIE	SUET	
FLU	LEG	FAN
LINGO	HALFTIMER	
ADIEU	TREE	DELE
TENOR	SEAR	ARTY

11. Bread and water
12. Waterloo
13. In hot water or deep water
14. Above water
15. *On the Waterfront*
16. Watergate
17. Watermark
18. Watermelon
19. Ethel Waters
20. Waterford

## Dszquphsbnt! (Page 34)

1. A WORD FROM OUR SPONSORS The big problem of television program directors is how to fit seventeen one-minute commercials into a fifteen-minute show.
2. DRIVERS, TAKE NOTE The three most famous highways in the world are the primrose path, the straight and narrow, and the road to ruin.
3. THE RUNG WAY Climbing to the top of the ladder is fine until you find out it has been leaning against the wrong wall.
4. AS THE WIND BLOWS Because wind power is free of pollution and can be economical, experimenters are using modern windmills to generate electricity.

5. ROLLING IN THE AISLES He who believes the Rolls-Royce is the world's most expensive vehicle has not been pushing carts in supermarkets recently.
6. TRUE LEARNING Psychologist B.F. Skinner has said that education is what survives when what has been learnt has been forgotten.
7. PROBLEM SOLVING The measure of success is not whether you have a tough problem to deal with, but whether it's the same problem you had last year. John Foster Dulles.
8. ORIENTAL COMPUTER? The Japanese soroban or abacus is divided into two sections. The top part is called heaven and the bottom section is called earth.

## RightAngles #1—90° in the Shade (Page 37)

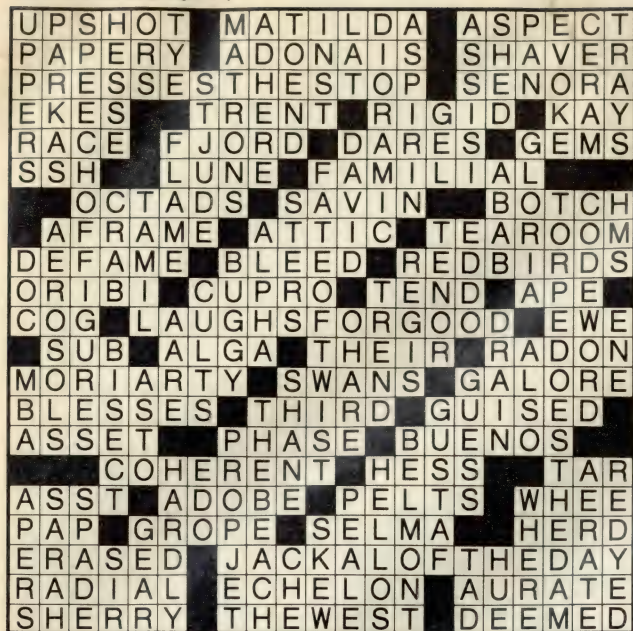
T	E	N	I	D	E	R
A	L	E	D	A	B	A
D	I	S	M	A	S	L
T	A	R	A	N	T	U
R	S	A	N	T	A	C
O	O	M	A	L	I	I
P	E	R	P	E	N	D

## RightAngles #2—Square Meal (Page 37)

T	P	I	G	H	T	S
S	E	L	L	E	N	P
A	E	B	O	X	E	A
O	L	H	A	L	U	T
R	E	C	N	U	Q	S
P	O	A	N	I	P	S
E	C	A	N	D	I	E



# Turn of Phrase (Page 31)



## Consecutive Noncontinuous Connection (Pages 32, 33)

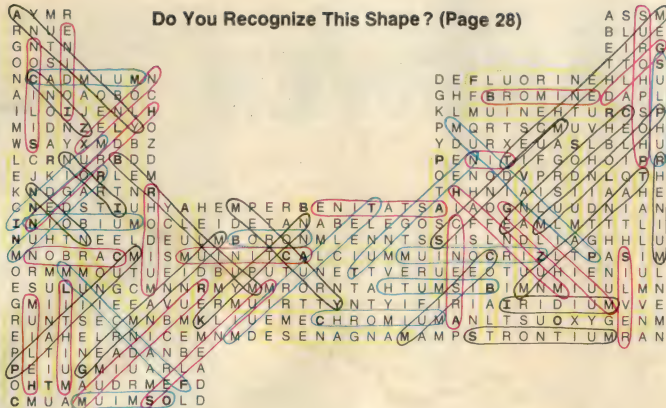


M.C. Escher's *Teken en*. Courtesy of the Escher Foundation, Haags Gemeentemuseum, The Hague.

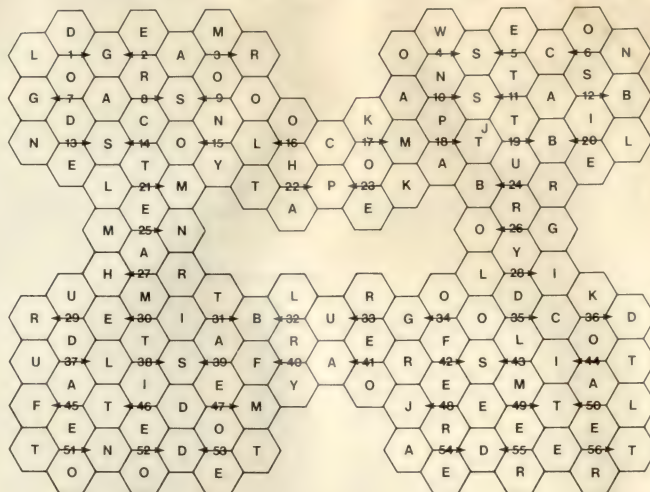
## Out of this World (Page 39)



## Do You Recognize This Shape? (Page 28)



## Honeycomb (Page 30)



## The Pinwheel Maze (Page 36)

This is the shortest route from circle to circle:





## Answers to the Bally Pinball Contest, March/April GAMES, page 32h:

- |                      |                       |            |              |
|----------------------|-----------------------|------------|--------------|
| 1. Fireball          | C) Circus or Big Show | F) Flicker | I) Air Aces  |
| 2. A) Night Rider    | D) Wizard             | G) Surfers | 3. Ballyhoo, |
| B) Captain Fantastic | E) Capersville        | H) Champ   | 1931 or 1932 |

### Winners:

**Grand Prize** (Bally's KICK OFF! pinball machine)  
Rodney Kasnick, Carpentersville, IL

**First Prize** (Bally Video Arcade)  
Samuel Seltzer, Philadelphia, PA

**Second Prize** (Faded Glory Denim Outfit)

David R. Hill Villa Park, IL	Bob Istok Elgin, IL
Bruce Paget Mastic, NY	S. Craw Oakland, CA
Gary Biesterfeld Elgin, IL	

**Third Prize** (PINBALL! by Roger C. Sharpe)

Edward Hagopian Arlington, MA	Terril C. King, Sr. Philadelphia, PA
Gary Stage Concord, CA	Rob Hawkins Los Angeles, CA
Karen Goldberg Philadelphia, PA	Edward Bradbury Fairless Hills, PA
Jeannie & Angela Boone San Diego, CA	Arlene Herman Hermosa Beach, CA
Claudia Moore Renton, WA	Ken McDonald Park Ridge, IL
Louis Waldman Flushing, NY	Nick Olyin Sunnyvale, CA
Rick Turner Torrance, CA	Ken Fineberg Columbia, SC
R. Michael Torrey Hallendale, FL	Leif Robinson Monmouth, IL
Roy De Jarnette Rockville, MD	R.C. Jolly San Antonio, TX
David Dewan Waltham, MA	Ken Glastetter Schenectady, NY
Roy Young Columbus, OH	Eric Dreher Sunnyvale, CA
Donald Ayres Waukegan, IL	Barb Wagaman Rockwell, IA
Paul Thomas III Bluefield, WV	

### Fourth Prize (MCA record album)

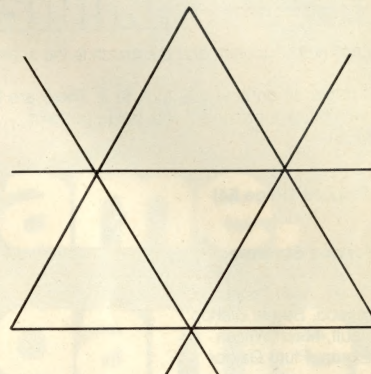
Alan M. Newman Brooklyn, NY	Bob Amorosi Piscataway, NJ
Jeff Bastian Milford, MI	Madelaine Tocci Woodmere, NY
John Mulowney Torrance, CA	Judi Rollnick Hopatcong, NJ
James Larweth Glenview, IL	Kenith Fuller Morrisville, PA
David Pike Montclair, NJ	Robert M. Tietje Milford, MI
Jon Stulce Carterville, IL	Bob Betor Ft. Lauderdale, FL
Sarah Maynard Frankfort, KY	William C. Wind Denver, CO
Renay Ressel Wichita Falls, TX	Douglas A. Little N. Quincy, MA
Edwin O. Stout Arvada, CO	Pamela Quick Glenview, IL
Oscar Van Galder Janesville, WI	Janice Lau New York, NY
Ellen Heyneman Chapel Hill, NC	Patricia Moore Newton, KS
Gertrude Gilgis Glenview, IL	Kathy Hammer Carmel, IN
Agnes Clark Monmouth, IL	Warren R. Jemison Elmhurst, IL
Phil Rubin Hartford, CT	Cecil Sanderson Reno, NV
Nancy B. Nauta Gary, IN	Smokey Hacker Mt. Prospect, IL
Nelson Broskey Denver, CO	Joe Pazzia Totowa-Boro, NJ
Jeff Wilks Libertyville, IL	A. Grant Holder Lake Station, IN
E.H. Bradbury Morrisville, PA	Raymond Mikulka Merrillville, IN
Francis Cleary Orinda, CA	Robert Lakin Buffalo Grove, IL
Howard Bernstein Colonia, NJ	Tony Niedert Omaha, NB

# EUREKA

**EUREKA** will appear from time to time in fitting recognition of those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

★ **Lewis Carroll's Word ... Game** (July/August, page 23). Donald Kendrick of Lynnwood, WA, has found a shorter solution to Donald Knuth's STAR to WARS laddergram. Knuth's solution went STAR-SEAR-SEAS-TEAS-TENS-TANS-TARS-WARS. Kendrick's solution goes STAR-SOAR-BOAR-BOAS-BAAS-BARS-WARS. BAAS, incidentally, is the plural form of BAA, the cry of sheep.

★ **Foul Play** (March/April, page 56). Mark A. Cava-zos of Houston, TX, has found another solution to the problem of forming six matches of identical length into four equilateral triangles. He has placed them on a plane rather than in three-dimensional space, as pictured below:



# MPH KRYPTO CONTEST

**FIRST PRIZES** ... 25 winners will receive complete sets of MPH Games—Retail Value \$37.00

KRYPTO— Mind Stimulator Arithmetic Game	Retail \$ 4.00
ACROSS THE BOARD—Horse racing	Retail \$ 9.00
ACROSS THE BOARD—REFILL	Retail \$ 5.00
AIRLINE— High finance in building world-wide landing rights	Retail \$10.00
KLONDIKE—Gold prospecting	Retail \$ 9.00

**SECOND PRIZES** ... 25 winners will receive a KRYPTO game

**THIRD PRIZES** ... All entries will receive an MPH Game

KRYPTO uses only simple arithmetic (+, −, ×, ÷) and whole numbers so solutions using square roots or fractions will not be accepted.

### HOW TO PLAY KRYPTO:

Players must use all five numbers (in any order) once and only once to equal the common object number. Also, each remainder must be used once and only once.

Example:

Numbers 7, 3, 10, 5, and 9 equal common object number 7.

One solution	another solution	another solution
$7 \times 3 = 21$	$9 - 7 = 2$	$9 \div 3 = 3$
$21 - 10 = 11$	$2 \times 10 = 20$	$10 \div 5 = 2$
$11 + 5 = 16$	$20 \div 5 = 4$	$3 - 2 = 1$
$16 - 9 = 7$	$4 + 3 = 7$	$1 \times 7 = 7$

Always circle remainder so you know that all 5 numbers have been used only once.

Solve these KRYPTO problems with as many solutions as you can.

- 6, 4, 3, 1, 9 = Common object number 5
- 11, 22, 19, 6, 3 = Common object number 14
- 25, 1, 17, 9, 6 = Common object number 12



Submit your entries with your complete name and address to MPH Games Company, Dept. KRYPTO Contest, P.O. Box 1496, South Bend, IN 46624. Winners will be notified by mail. Ties will be broken by a drawing. Entries should be postmarked no later than November 30, 1978. (Void where prohibited by law).

Name \_\_\_\_\_

Address \_\_\_\_\_

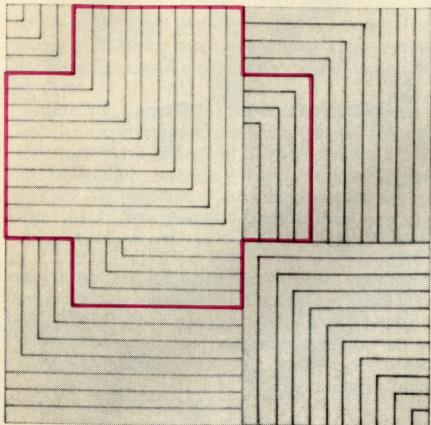
City, State & Zip \_\_\_\_\_

Advertisement



## Beguilers (Page 14)

- c. Space seems to disappear toward the tip of the triangle, making the dot appear well above the midway point. Alas, things are not always as they appear, and a ruler will prove that the dot is indeed at the midway point.
- 2.



3. The nail is the longest, and the match is the shortest.
4. It all depends on how you look at it. There are 8 cubes with black tops, and 7 with beige bottoms.
5. GAMES!

## Logic Puzzles (Page 54)

### Riley Service Stations

North: Shell, Arch Tanner  
East: Texaco, Bernie Bishop  
South: Gulf, Mitch Wilson  
West: Exxon, Pluto Gainer

### Find the Joker

The Joker is #3.

### Speaking of Magazines

Floor	Family	Magazines
1	Donovans	<i>Tobacco Spitter</i> , <i>Potato Sack Racer</i> , and <i>Shuffleboarder</i>
2	Judsons	<i>Snipe Hunter</i> , <i>Hopscotch Advocate</i> , and <i>Potato Sack Racer</i>
3	Engels	<i>Tic Tac Toe</i> , <i>Yo-Yo Fancier</i> , and <i>Potato Sack Racer</i>
4	Falks	<i>Hula Hoopist</i> , <i>Snipe Hunter</i> , and <i>Telephone Booth Stuffer</i>
5	Clarks	<i>Hula Hoopist</i> , <i>Tobacco Spitter</i> , and <i>Hopscotch Advocate</i>
6	Ibsens	<i>Tic Tac Toe</i> , <i>Hopscotch Advocate</i> , and <i>Telephone Booth Stuffer</i>
7	Altmans	<i>Yo-Yo Fancier</i> , <i>Snipe Hunter</i> , and <i>Shuffleboarder</i>
8	Gardiners	<i>Yo-Yo Fancier</i> , <i>Telephone Booth Stuffer</i> , and <i>Pie Eater</i>
9	Hansens	<i>Hula Hoopist</i> , <i>Shuffleboarder</i> , and <i>Pie Eater</i>
10	Becks	<i>Tic Tac Toe</i> , <i>Tobacco Spitter</i> , and <i>Pie Eater</i>

### Eyeball Benders (Page 52)

1. Jar of peanut butter
2. Hamburger relish
3. Baseball glove
4. Cigarette
5. Clay flower pot
6. Piano keys
7. Hot air balloon
8. Social Security card
9. Bowling ball
10. Pencil
11. Light bulb filament
12. Bicycle spokes
13. Cup of coffee

## Chess Problems (Page 46)

For algebraic notation, see below.

A. White moves his knight to the square in front of the White pawn on the adjacent file. If Black takes the knight with his pawn, White will move his queen four squares forward, checking the Black king and mating on the next move. If instead Black moves his queen away from the attack by the knight to a safe square, White will immediately mate the Black king by moving his knight to the right. Finally, if Black moves his bishop back one square to create a shield behind which his king can move, White will simply take the Black queen with his knight, winning easily.

B. White moves his knight two squares forward on the adjacent file to the right and attacks Black's queen! If Black plays pawn takes knight, White will simply capture the bishop with his queen and an equal trade will have taken place (White could also play pawn takes pawn, discovered check, before taking the bishop). If Black instead plays bishop takes queen (a blunder), White will play knight takes queen, giving check, followed by knight takes rook.

C. White begins with rook takes pawn, check! If king takes rook, White's queen takes the pawn nearest the Black king with the threats of (1) queen two squares to the left and mate, and (2) checking the king with his other rook, also leading to a quick mate. Black has no effective way to meet both these threats. If Black does not take the rook initially, but instead moves his king one square forward (moving backwards would also be bad, allowing White to play queen takes pawn with check), White will first move his rook one square backwards, checking the Black king. After the king retreats to its original square, White will play queen takes pawn with mate.

### Algebraic notation

(Capital letters and symbols refer to the pieces and operations listed below; lower-case letters and numbers refer to the grid system marked on the board below.)

"-" means "moves to"  
"x" means "captures at"  
"+" means "check"

K-King

Q-Queen

R-Rook

B-Bishop

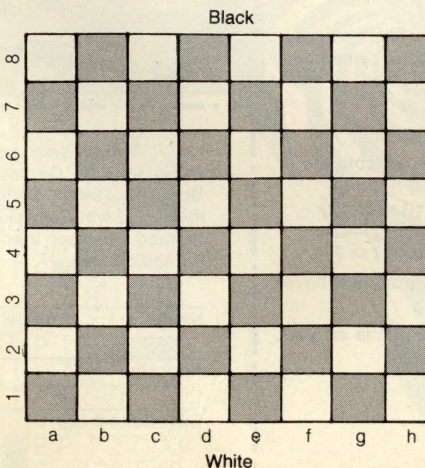
N-Knight

(Absence of piece abbreviation indicates Pawn move.)

A. 1. Nc4-d6, and now: (i) if 1... e7xd6, 2. Qe4-e8+; (ii) if 1... Q any, 2. Nd6-f7 Mate. (iii) if 1... Bh6-g7, 2. Nd6xb7.

B. 1. Nc3-d5, and now: (i) if 1... e6xd5, 2. Qd2xb4 (also possible is the interpolation e4xd5+); (ii) if 1... Bd4xd2?, 2. Nd5xc7+ (followed by Nc7xa8).

C. 1. Ra1xa7+, and now: (i) if 1... Kb7xa7, 2. Qf3xc6 with the double threat of 3. Qc6-a6 Mate and 3. Rf1-a1, Qd8-a5; Ra1xa5 Mate. (ii) if 1... Kb7-b6, 2. Ra7-a6+, Kb6-b7, 3. Qf3xc6 Mate. (iii) if 1... Kb7-c8, 2. Qf3xc6+, Qd8-c7, 3. Qc6xc7 Mate.



## Letters (Page 6)

### Spiteful # 13

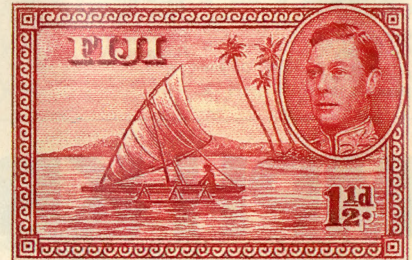
Arkansas.

## Backgammon (Page 50)

- Q-Y UY2. There is no roll that forces Red to leave a shot at his next turn so you must do all you can to maintain your defensive position. By rejecting the prime you keep an outer man in reserve so as to stall for an extra turn or two before having to wreck your inner board or run out with a back man.
- KO'R. By hitting you give Red fewer return shots as he must use one of his dice to enter from the bar.
- ORS. By ignoring Red's blot you should easily win the race. If you hit, you do delay Red, but you give him a chance to hit you back, and this could result in losing the game.
- WY'Z. If you place Red on the bar, he will need 25 pips instead of 24 pips to get all the way around and off—and in this close race one pip could make the vital difference!
- Do not redouble. The race is too close to call. It appears that each side can bear off all remaining men in five turns—but there is the chance that White may leave a blot and Red may hit it.

## Postmaster's Nightmare (Page 23)

- Smoke blows left-to-right, flag blows right-to-left.
- Columbus discovers new world in 1492 with telescope, but the telescope wasn't invented until 17th century.
- Ears are on backwards!
- Outrigger canoe shown in full sail but there is no one in it to guide it.



Corrected issue : 1940

- Robert Schumann's portrait with music by Franz Schubert.
- Seven horses with a total of four legs.
- Name of book is wrong. (*Discours de la Méthode*).
- Not enough legs for two camels.
- FDR has six fingers on left hand.
- "One and half annas" is just plain bad English for "one and a half annas."
- Columbus in sight of land (1¢ denomination) is clean-shaven but grows beard by the time he lands (2¢ denomination).
- Pre-jet airplane is doing rather well without propellers.

**Non-competitive Games  
For Home, School, Church.  
Play together not against  
each other.**

Catalog of 20 games - 25¢

**Family Pastimes (G)  
Perth, Ontario  
Canada K7H 3C6**



# Reed's the name. Philately's his game.



Willis Reed, basketball great, coach of the New York Knicks, has found something exciting to do off the court. He collects stamps.

Willis finds collecting U.S. Commemoratives really interesting. And they're an easy, affordable way for you to start building your own collection.

Through the years, Commemorative stamps have captured the history and the people who have helped make America, America.

There are new issues at your local Post Office every few weeks. Plus a guide called *Stamps & Stories* to help you get started.

Start collecting now, with the Owl Stamps. You'll be building a collection you and your family will treasure for years.

"Stamp collecting's number one in my book," says Willis Reed. "After basketball, that is."

**U.S. Postal Service** 

©1978 U.S. Postal Service



Owl Stamps (Available Aug. 27.)

**Collect U.S. Commemoratives. They're fun. They're history. They're America.**



# *Alive with pleasure! Newport*



*After all, if smoking  
isn't a pleasure,  
why bother?*

Kings: 17 mg. "tar," 1.2 mg. nicotine; 100's: 20 mg. "tar,"  
1.4 mg. nicotine av. per cigarette, FTC Report Aug. 1977.

Warning: The Surgeon General Has Determined  
That Cigarette Smoking Is Dangerous to Your Health.